FALLEN LAND

A POST-APOCALYPTIC BOARD GAME

2ND EDITION RULE BOOK

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A FALLEN CIVILIZATION

The Great War takes place in the not-so-distant future. The U.S. home front is but a distant shadow of the once prosperous and affluent America. Years of stifling economic decay and devolved civil liberties compound the general unrest of the populace. Abroad, the relentless "War on Terror" erodes the global primacy held by the United States since the end of the Cold War. China attempts to establish a new world order by allying itself with Russia and Iran. The alliance soon rallies support among other disgruntled countries seeking change. Diplomacy falters and the world stumbles towards a global confrontation as Russia invades its neighbors. As the U.S. and her allies maneuver to defend the status quo, North Korea overruns South Korea. And while the world is distracted by the other conflicts ravaging the globe, China invades Taiwan.

Stock markets crash and infrastructure grinds to a halt on a global scale. In the midst of the chaos, terrorists stage the first successful mass attack on U.S. soil since September 11th, 2001. Dirty bombs explode simultaneously in the hearts of Los Angeles, Seattle, and Dallas. These atrocities serve as the catalysts for the global conflict. Pandora's Box is opened as the U.S. retaliates with a massive barrage of cyber-attacks and EMP strikes. These attacks are reciprocated and escalate exponentially, plunging the world into darkness. In the complete blackout all communication is severed. Missile silos on all sides empty in a global hellstorm of nuclear and biological attacks. Civilization as we know it falls beneath the nuclear strikes, radioactive fallout, and weaponized super-viruses. Most of the world's population is killed in a matter of hours, while many others perish slowly in the grim aftermath.

The scorched Earth is reduced to a desolate husk. What little remains unscathed by the Great War is quickly corrupted by the Maddening, the period when the macabre world goes mad and chaos and violence reign supreme. As food and supplies dwindle, the riots, looting, and murder are replaced by the harsh reality of starvation, cannibalism, and genocide. Might makes right, as armed gangs roam the ruined cities and desolate countryside preying upon the weak. Many survivors are forced to flee, desperately fighting to carve out a meager existence while on the run. The Maddening rages on for many dark years.

Eventually, from the ashes fortified settlements arise. The Emergence sees the largest of these rugged bastions unify to create powerful factions with small spheres of influence. As they strive to become a force for order, they promise trade and protection. As their influence continues to expand they become aware of each other's existence. The leaders of the most prominent factions reluctantly agree to a summit. Despite their rampant hubris and suspicion of one another, the meeting is a success and results in the formation of the Council of Towns. While weak and informal, it does provide a forum where faction leadership can publicly address and resolve important issues. However, behind closed doors they continue to squabble, ally, and scheme against one another as they jockey for dominance over the Fallen Land.

Temporarily forgotten in their bids for power, chaos still reigns supreme out in the wastes. Marauder and raider attacks sow destruction, and slavers ply their evil trade. The Eaters, the Reavers, and highway gangs that thrived amidst the horrors of the Maddening remain at large; each independently seeks to return the land to the chaos from whence they spawned. And still-greater threats lurk in the shadows, hidden and poised to strike...

Welcome to 2nd Edition

So why a 2nd Edition of Fallen Land? We've made the game even better by digitally remastering and editing all of the original content. We've added new factions, cards, minis, and new solo-to-six player content. These feature cooperative and competitive scenarios, variants, and two campaigns. There is also a ton of new artwork and minor rule changes. Component organization was also at the forefront of 2nd Edition, with new chip trays that reduce both setup and tear down time and the footprint of the game on the table. Finally, we've added the two 1st Edition expansions A Journey Into Darkness and Outriders Trading Post content into the Big Box 2nd Edition.

When Sean Cahill and I began creating Fallen Land back in 2005, we naively thought we'd be done in a year. It was an exciting journey, culminating in 2022 with the release of both the Fallen Land 2nd Edition Big Box and the Descendants expansion! We hoped to create the definitive post-apocalyptic sandbox adventure board game. Every single time the players journeyed into the Fallen Land, we wanted them to have a unique experience and a wild story to share with others despite this world's many dangers and unforgiving nature. Bill Pitcher and Bryan Nash were instrumental in helping us further refine and expand the world. I also have to mention the 1st Edition crew, and Joe Lower (2021) and Erik Lemke (2012) who both passed away and were taken from us far too soon. However, it was truly the fans and backers who made this game possible.

The world of Fallen Land will continue to grow with future content. We have another game almost complete and a third game in the works. We wish you all a wonderful experience playing them for many, many years to come!

Cheers!

Raising my glass to all of you

~Jon Lonngren

Taking Inventory

This section introduces the different game components.

Game Board (1)

The map is the central hub of game play. Two Victory Tracks border its edges and its Map Key describes the attributes of each type of hex.

Town Play Mats (12)

There are twelve unique Factions to play. Each one has its own Town Play Mat that displays its info, specialties, and perks.

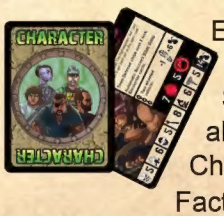
Town Play Mat Clips (12)

Attached to the Town Play Mat to mark your current Resources and Movement Bonus.

First Player Sheet (1)

This sheet is also located on pages 33-34. It summarizes the Order of Play. The First Player uses it to maintain order and to progress the game play.

Character Cards (95)

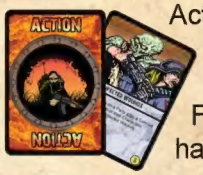


Each unique Character card lists their Base Skills, stats, and special abilities. Players use Characters to form their Faction's Party.

Spoils Cards (194)

Spoils cards are items that can be equipped to Characters and Vehicles. Most grant Skill Bonuses that increase Base Skills.

Action Cards (184)



Action cards modify game play and story lines. Utilize them to help your Faction and to aid or harm other players.

Plains Encounter Cards (103)

Draw from this deck when a Party is in a Plains hex. Its stories contain simple dangers and rewards.

Mountain Encounter Cards (82)

Players draw from this deck when their Party occupies a Mountain hex. Its stories contain moderate dangers and rewards.

City/Rad Encounter Cards (84)

Players draw from this deck when their Party occupies a City or Radiation hex. Its stories pose grave dangers and great rewards.

Mission Cards (75)

Players may draw from this deck when their Party occupies a numbered hex marked with a Mission Location chip. These cards are complex story lines vital to a player's Faction or the Council of Towns.

Turn Order Cards (6)

These cards summarize Order of Play for quick reference.

Faction Chips (120)

There are twelve Factions, each with its own set of ten chips. Players use them to track Victory Conditions and mark their Town Play Mats and Owned Resources.

Town Technology Chips (54)

Town Technology chips (TTs) upgrade a player's Faction and town. There are nine unique techs with their own bonus or ability. Each one is available in Tier 1 (silver) and Tier 2 (gold).

Town Defense Chips (25)

These town upgrades protect a Faction and their Resources.

Week Penalty Chips (5)

These chips are assigned to players for penalties that Delay a Party or during the Party Exploits Phase for Deeds that exceed their four weeks. They remain in play until being subtracted from their next available Party Exploits Phase.

Mission Location Chips (10)

These mark the seven available Missions on the map. Their random locations are determined by rolling 2d10 and matching this outcome to its numbered hex (1-100) on the map.

Point of Interest Chips (10)

These mark both Permanent and Special locations for Parties to visit on the map.

Turn Marker Chip (1)

This is used to keep track of the number of game Turns played.

Damage Chips (178)

Damage chips are used to assign specific forms of damage to Characters and NPCMs during game play.

NPCM Chips (9)

Non-Player Character Mercenary (NPCM) chips match an Action card. These chips move about the map after players hire them.

Destroyed Chips (40)

These are used on the map to mark Destroyed Resources and other locations as directed.

D12 Dice (1)

The twelve-sided die or "d12" determines random Factions.

D10 Dice (12)

Ten-sided dice or "d10s" are rolled for Skill Checks and to determine Random Locations.

D6 Dice (6)

Six-sided dice or "d6s" are rolled to calculate Party Movement, Flight rolls, and Damage dealt. They are also used for Healing and to determine random Character Crowns.

Party Markers (12)

Each Faction has a unique marker that represents their Party on the map.

Salvage Coins Chips (112)

The currency in Fallen Land is Salvage Coins. They come in denominations of 1, 3, 5, and 10. After the Great War, supplies and tangible goods quickly replaced the dollar. Each of the four chips has a picture representing commodities. A "1" Salvage Coin simulates a handful of ammo, while a "10" is a few gallons of fuel.

Salvage Coins are gained by drawing Encounter and Mission cards, capturing Resources, selling Action cards to the bank, and selling Spoils cards to other players or the bank. Some Faction Perks and Character abilities also generate income, and other opportunities will arise during game play. The number of Salvage Coins a player owns is public knowledge (excluding wagers).

Salvage Coins are used to purchase upgrades for your town, buy Spoils cards from other players' Auction Houses, and to hire Mercenaries. Salvage Coins may transfer from player to player freely at any time. A player may attempt to bribe another player with Salvage Coins, but this must occur before a card is played and the Order of Play must be followed.

Small Chip Trays (5)

These trays organize the small chips in the game. The small chips only need two trays; the other trays may be used for Faction chips.

Large Chip Tray (1)

This tray organizes the Faction markers, Week Penalty Chips, and Town Defense Chips.

Number of Players

Fallen Land was designed for 1-6 players. For your first game, we recommend you begin with 2-3 players. Each player adds approximately 1 hour to the length of the game. Of course, your first game will take a little longer as you learn the Order of Play and our gaming system.

As you become more experienced, add more players or play Solo for a greater challenge. The more participants there are, the more exciting and cutthroat the game play will be.

How to Win

As a player, you are the leader of a faction vying for supremacy over the Fallen Land. Progress towards this goal is marked on the two **Victory Tracks** bordering the map. **Prestige** represents your reputation as a leader and your Faction's prominence. **Town Health** represents the number of your town's citizens and its prosperity.

A player wins the game by achieving either **20 Prestige** or **80 Town Health** and maintaining it through the current **Phase**. If two or more players achieve victory in the same Phase, defer to the secondary Victory Condition, where 1 Prestige equals 4 Town Health for the sole purpose of determining who has the highest secondary Victory Condition. If there is still a tie, the player with the most Resources wins.

Short Game

The Short Game has the same rules as the normal game except the game ends when a player achieves either **10 Prestige** or **55 Town Health**. The short game end points are marked midway on the map's two Victory Tracks.

If a player wins the Short Game but everyone would like to continue playing, game play can simply continue towards the normal end game conditions of **20 Prestige** or **80 Town Health**.

Game Setup

1) This is a complex game. Read the rule book. One player needs to be familiar with the rules.

2) Set up the game to match the **Common Play Area** diagram. Lay out the game map, shuffle each deck of cards and organize the chips. Flip the top card of each deck to make discard piles. If a deck runs out, re-shuffle and place the top card into its discard pile.

3) Roll 2d10 to place each of the seven Mission Locations on the map. Each roll (1-100) is matched to its numbered hex and a Mission chip is placed there.

4) Determine player Factions by rolling 1d12 and referring to the chart at the bottom of the game map. Re-roll duplicates.

5) Each player receives their Faction chips, Party Marker, Starting Town Technology chips, and any other items from their **Faction Perks**.

6) Each player places one of their Faction chips on their **Starting Town Location** and their Party marker on top of it. All remaining Factions are **Neutral Factions**. Each player places a Faction chip on both the 30 Town Health and 0 Prestige Victory Tracks labeled "Begin."

7) Deal 6 Character cards, 10 Spoils cards, and 3 Action cards to each player. Players then receive 10 Salvage Coins. Jinxed and Event Spoils cards are discarded and new cards drawn.

8) Set up and equip your Town Play Mats, referring to the **Suggested Play Area** Diagram. At the bottom of each Play Mat, players attach 5 Characters to their numbered **Character Crowns**. The sixth Character is placed face down in their **Town Roster**. Taking note of each Character's **Carrying Capacity**, equip Spoils cards to them. Equip chips and other items to your town. If necessary, adjust Prestige and Town Health.

9) Place the Turn Marker chip on the "1" of the Town Health Track. Roll 1d10 to determine the **First Player**. Lowest roll wins and ties are re-rolled.

Advanced Play

After you become familiar with the game, Fallen Land can be tailored to fit your personal preferences and play style. Refer to the **Scenarios Booklet** for these alternate Setups, Scenarios, Solo Variants, and Campaigns. Each adds further depth and strategy to the game. After your first game, consider switching to the Draft setup.

Draft Setup

Follow the standard game setup. After **Step 7**, each player takes their stack of six Character cards, selects one to put into their party, and then passes the stack to the player on their left. That player takes the stack passed to them, selects one card and passes that stack to left again. Continue until all 6 characters have been drafted. Utilize the same method for drafting the Spoils cards, except players take two cards instead of one. They then pass the stack to right, instead of the left.

Alternate Setups

Additional setup options can be found in the **Scenario Book** for alternative ways to begin each game.

Solo Play

There are 2 different Solo Variants, 17 unique Scenarios, and 2 Campaigns which may all be played solo. Each provides a single player with new challenges, victory conditions, and alternate rules.

Scenarios

This game mode is typically shorter than a Short Game. Scenarios provide players with new cooperative and competitive challenges, alternate victory conditions, and rules. There are both multiplayer and solo Scenario options.

Campaign

This is a much longer mode of game play that consists of a series of interlinked Scenarios. Players retain their Faction and Party and must succeed in order to progress. During this journey, Factions will continue to develop as they progress towards an ultimate goal.

Common Play Area

Creators Note

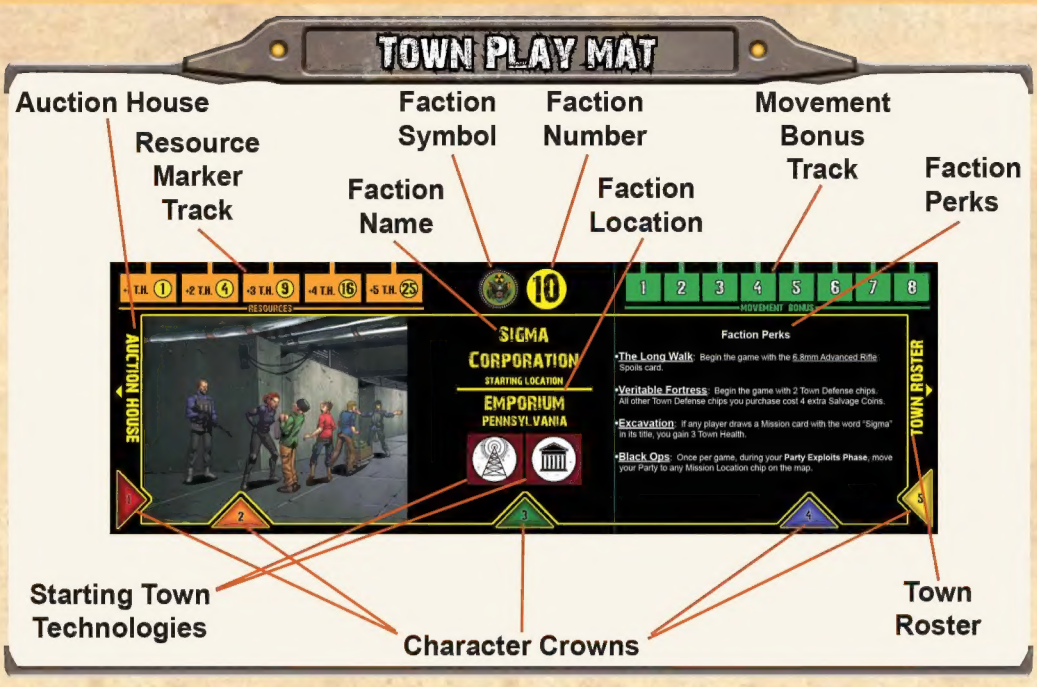
Cards from each of the seven decks are either kept (and equipped), placed into your hand of Action cards, or played and put into their corresponding discard piles. Cards that run out of cards are immediately re-shuffled, and the top card is used to create a new discard pile (see the above diagram).

Suggested Player Area

TOWN PLAY MATS

Town Play Mats represent a Faction and their town. Most game play revolves around the Town Play Mats. These are numbered 1-12 and have a Faction symbol that corresponds to a **Starting Town Location** on the map. Each Faction has ten matching Faction chips. *Review the Suggested Player Area diagram on pg 6 to set up a Town Play Mat.*

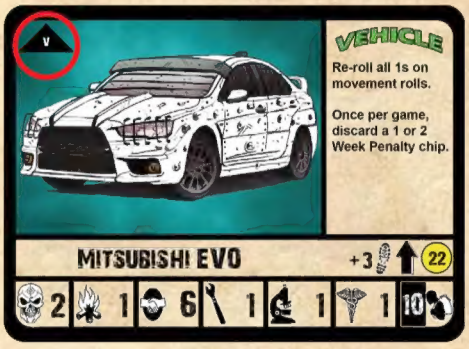
Each Town Play Mat has both standard and unique features. For example, each Faction has an Auction House, Town Roster, Bonus Movement Track, Resource Marker Track, and Character Crowns. However, each Faction begins with different Starting Town Technologies, their own Faction Perks, and a unique story on the back.



TOWN PLAY MAT FEATURES

The diagram above is examined in order from left to right, top to bottom.

- **Auction House:** Explained in detail on the next page.
- **Resource Marker Track:** Players mark the number of Resources their Faction owns with a Faction chip here. It shows the amounts of Town Health and Salvage Coins you produce each Turn during the Resource Production Sub-Phase.
- **Faction Name:** The title by which each Faction refers to themselves and is identified by others.
- **Faction Symbol:** Each of these symbols represents a different Faction and marks its Starting Town Location on the map. They also correspond to a Town Play Mat and a set of Faction chips.
- **Faction Number:** During game setup, players roll 1d12 to determine their Faction. This number is also used to determine a random Faction on some cards.
- **Faction Location:** The pre-war location of the town on antiquated maps of the former United States.
- **Movement Bonus Track:** Here players track the total movement bonuses granted by cards, chips, etc. This track is marked with a Faction chip and is public knowledge. These bonuses will shift throughout the game. Movement Bonuses are not capped at eight. Each time the **Movement Deed** is selected, a 1d6 die is rolled. The number marked on the Movement Bonus Track is added to the die result.
- **Faction Perks:** These are unique specialized skills and assets possessed by a Faction. Each Town Play Mat lists four perks, which may include bonus equipment to begin the game. Spoils cards that are Perks display a specific Faction's symbol.
- **Town Roster:** Excess Characters that are not in play are attached face down here. These cards are not public knowledge and cannot be attacked in PVP or participate in game play, unless directed by a card. These Characters can be assigned to their Faction's Party, but only when the Party is currently in their Starting Town or otherwise directed. Characters with damage retain it until they rejoin a Party and are healed.
- **Character Crowns (CCs) 1-5:** The five different colored triangles at the bottom of each Play Mat are called Character Crowns. Character cards are attached here to form a Party. Each Character Crown corresponds to a colored d10 die, which is rolled to perform that Character's Skill Checks. All cards attached to CCs are public knowledge and designate Party order.
- **Vehicle Crown:** This black triangle is only displayed on Vehicle Spoils cards, not on Play Mats. It serves the same purpose as a **Character Crown** and corresponds to the black d10 die rolled for Party Skill Checks.



- **Starting Town Technologies(TT):** Each Play Mat displays two starting TTs that are received by that Faction during game set up. They grant that Faction unique starting advantages and represent their areas of expertise. Starting TTs do not grant players bonus Prestige or Town Health at the beginning of the game and may never be destroyed, lost, sold or stolen. *The Sigma Corporation Faction begins the game with the Communication Center TT` which grants +2 Movement and the Learning Center TT that grants 1 automatic Diplomacy Success during Party Skill Checks.*

The Auction House

The Auction House is located on the left side of each Town Play Mat. It represents a Faction trade guild where Spoils cards are stored and sold. Cards are placed here face up and are public knowledge. There is no limit to the number of cards in an Auction House. A player may only equip these cards to their Party Characters when on (or passing through) their town or when directed by a card. When a Party exceeds a Character's or Vehicle's **Carrying Capacity**, excess cards go into their Auction House.

During the **Auction House Sub-Phase**, players may bid on and sell Spoils cards located in any Auction House. All players go simultaneously during this Sub-Phase, making it the only exception to the rule of moving clockwise during the Order of Play.

Items in an Auction House may be sold for less than their listed Salvage Coin value, but players should try to haggle for more. Salvage Coins, Action cards, and Spoils cards may be used as currency among players to pay for items in an Auction House. Players do not have to sell an item to another player and may instead sell cards to the Bank for full value, but this can only occur during the **Sell** portion of the **Financial Sub-Phase**, unless directed by a card.

Cards received from the **Marketplace Town Technology** go directly into the Auction House. However, Ally Spoils cards are equipped to a Party. Event Spoils card must be played immediately.

Upgrading a Town

Players that upgrade their town stand a better chance of winning. There are three types of upgrades: Town Defense Chips, Town Technologies, and Action cards. All three options strengthen a Faction and are discussed in detail in their own sections below. The first two are available for purchase during the **Town Business Phase**, but Action cards are received throughout the game.

Town Defense Chip Upgrades

These chips simulate a player's defenses by protecting their Faction's Resources and town. Players may own a maximum of 5 **Town Defense Chips (TDCs)**. Only 1 TDC can be purchased per player each Turn, during the **Financial Sub-Phase**. They are equipped by placing the chips under their Faction chip on their Starting Town Location on the map.

When an opposing player's Party claims an Owned Resource, each TDC the owner possesses inflicts 1 Physical Damage to each of those Party Characters, ignoring **Armor**. TDCs have no effect when a Resource is claimed with an Action card or by other means.

Once per Turn, when a Party ends their movement on a Starting Town Location, the owner of that Town may inflict 1 Physical Damage per TDC to each Character in that Party, ignoring Armor.

TDCs protect a player's town in other ways too. For each TDC a player owns, they may discard 1 of their TDC chips to prevent a loss of 1 Town Health to their Faction.

The first TDC costs 10 Salvage Coins, subsequent TDCs purchased increase in cost by increments of 5 as shown on the table below. TDCs received as a reward or from Faction Perks (like *Sigma Corporation),* do affect the cost of future TDCs purchased.

Purchasing Town Defense Chips

TDC	Salvage Coins
1st	10
2nd	15
3rd	20
4th	25
5th	30

TDCs can be sold back to the Bank for 10 Salvage Coins apiece during the **Financial Sub-Phase.** They cannot be sold to other players. Lastly, TDCs listed on Town Play Mats as Perks can be discarded to prevent a loss of Town Health, but cannot be destroyed, lost, sold, or stolen.

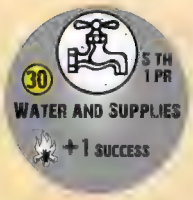
Town Technology Upgrades

When the world went to hell from the Great War and the long dark years of the Maddening, much was lost to humanity and civilization. Town Technologies (TTs) represent infrastructure and fields of research available for players to upgrade their Faction's town. There are nine different TT chips. Each displays its cost and the bonus or ability it grants.

Town Technologies are public knowledge and only benefit the owner's Faction, Party, or Town. A maximum of seven TTs may be owned per Faction. This includes the two starting TTs displayed on each Town Play Mat. Players may only purchase, equip, or upgrade 1 TT per Turn, unless otherwise directed by a card. This only occurs during the **Financial Sub-Phase** of the **Town Business Phase**, beginning with the First Player. A player must announce which TT they are purchasing before paying and equipping it to their Town Play Mat. A Faction gains 1 Prestige and 5 Town Health when equipping a new Tier 1 TT. A Tier 1 (silver) TT must be owned and equipped before upgrading it to a Tier 2 (gold) TT. There is no Prestige or Town Health gain when upgrading to a Tier 2 TT.

A player may sell their Tier 1 and Tier 2 Town Technologies (TTs) to the bank for 25 Salvage Coins. This occurs during the **Sell** portion of the **Financial Sub-Phase**. Tier 1 TTs that are destroyed, sold, or stolen inflict a loss of 1 Prestige and 5 Town Health to their former owner. Tier 2 TTs that are destroyed, sold, or stolen do not cause this loss, but are flipped over and revert back to a Tier 1 for their owner. However, the player stealing a Tier 2 TT gets that Tier 2 TT. Players cannot sell starting TTs displayed on a Town Play Mat and they can never be destroyed, sold, or stolen.

1 Automatic Success during Party Combat Skill Checks. Protecting citizens and projecting power is vitally important for all Factions. This TT is a heavily fortified compound and combat training facility.

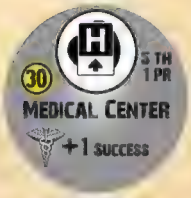


1 Automatic Success during all Party Survival Skill Checks. Clean water is essential to sustain life, to raise animals, and to produce crops. This TT is a water purification facility and survival training center.

1 Automatic Success on all Party Diplomacy Skill Checks. The pen is mightier than the sword. This TT is a building dedicated to education and research, where citizens of all ages may participate.

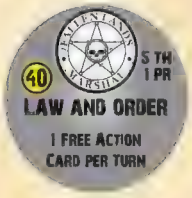
1 Automatic Success on all Party Mechanical Skill Checks. Become captains of industry. This TT represents workshops and production facilities, and also simulates jobs and skilled trades for your town.

1 Automatic Success on all Party Technical Skill Checks. Illuminate the darkness. This TT simulates natural, sustainable power from wind turbines, solar panels, and burn facilities. Electricity makes your Faction a beacon of hope and attracts refugees.



1 Automatic Success on all Party Medical Skill Checks. Become a pillar of stability and compassion by healing the sick and downtrodden. This TT simulates a pre-war hospital dedicated to the homeopathic, traditional, and pharmaceutical healing arts.

Party Receives a +2 Movement Bonus each Movement Deed. Communication and efficient navigation will speed up your trade routes and help unify all the Towns. This TT simulates a facility with scavenged radio towers and pre-war communication equipment.



Receive 1 extra Action card during the Town Business Phase. Factions must establish laws to bring order to the chaos. This TT represents a law enforcement facility, courthouse, and jail. It simulates gathering intelligence by producing an extra Action card for that player each Turn.

Receive 1 free Spoils card during the Town Business Phase. To trade is to prosper. This TT makes your Faction a major trade hub. This prosperity is simulated by producing a free Spoils card each Turn. These cards must be placed into the **Auction House**. **Event** Spoils cards are played and **Ally** Spoils cards are equipped.

Tier 2 (gold) Town Technologies (TTs) are on the reverse side. Unless otherwise directed, Tier 1 (silver) tech must be equipped before upgrading to a Tier 2 (gold). Tier 2 TTs do not grant +1 Prestige or +5 Town Health, but instead double their bonus or ability. Destroyed, sold, or stolen Tier 2 TTs revert back to Tier 1.

Action Card Upgrades

Action cards that attach to a Town Play Mat are the third way to upgrade a Faction. These cards enhance many different aspects of a town and grant unique advantages. A few examples include: offensive and defensive capabilities, bonuses, and Salvage Coin production. Action cards list when they may be played or equipped in the first line of their text. When these cards are destroyed or discarded, all of their abilities and bonuses are lost.

PROFESSIONAL TOWN MILITIA
Play during the Town Business Phase. Attach this card to your Town Play Mat. Then discard it anytime for one of the following:
- When your Owned Resource is claimed, cause an additional 2d6 Damage.
- Ignore a loss of up to 5 Town Health.
- Prevent any destruction, theft, kidnapping, or sabotage that affects your Town.
2

EXTREMIST CULT INFLUX
Play during the Effects Phase. Attact this card to an opponent's Town Play Mat. At the beginning of each Town Business Phase you roll 1d6:
1) A Culture of Fear: They lose all Salvage Coins produced by their Resources this Turn.
2) Political Statement: They lose 1 Prestige.
3) Warehouse Raid: Discard all Spoils cards in their Auction House.
4) Mass Suicide: They lose 2 Town Health.
5) Public Execution: They lose 1 Town Health.
6) Eradicated: Discard this card. The affected town gains 2 Prestige.
6

Character Deck

Character cards are a Faction's local heroes and a player's agents in the field. They play a central role during game play. Each Character has six Base Skills, a Health and Psychological Stat, and may have a Link or Special Ability.

A player begins the game with a Party comprised of five Characters. All other Characters are placed face down in the Town Roster and are not public knowledge. Each Faction can only have one Party. A Party performs **Deeds** during the **Party Exploits Phase**. They can move, perform Encounters and Missions, capture Resources, attack another Party in PVP, and Heal.

The five Characters in a player's Party are attached to the Character Crowns (CCs) located at the bottom of a player's Town Play Mat. Party order is chosen by the player (CC1-CC5), and may be reassigned at any time, except during Encounters, Missions, PVP Combat, and when an Action card is being played. The different colored CCs each correspond to the color of a d10 die, which are rolled for Skill Checks and Psychological Status Checks.

Players acquire new Character cards as a reward for successfully completing Encounter and Mission cards and from Spoils and Action cards. Characters acquired in this way may be immediately rotated into a Party, as can Characters received from Action and Spoils cards. However, a Character card received from the Town Events roll must be placed into the Town Roster. Character cards may never be sold or traded among players unless directed to do so by a card.

Character Card

(A Character's six Base Skills)

The Character Diagram

The diagram above is examined in order from left to right, top to bottom.

- **Master Designation:** Characters that display the "Master" title on their picture are Master Characters. One of their six Base Skills is a "10." When attempting a Party Skill Check in that category, they receive 1 additional Success. Master Characters also have 40 points distributed among their Base Skills. However, most Characters are not Masters and only have 35 points distributed among their Base Skills.
- **Name:** This is a Character's identity. Some Encounter cards list a specific Character and will grant them additional rewards.
- **Occupation:** This denotes a Character's "trade." This may help players create a diverse Party.
- **Overview or Unique Abilities:** Most Characters have a Unique Ability as defined by their card.
- **Character Links:** Some Characters specialize in using a specific item (Bow) or category of item (Melee Weapon). When a Spoils card of that category is equipped, it grants them a **Link Bonus**. These are not cumulative, unless specified.
- **Link Bonus:** The Skill Bonus received by a Character that has a linked item equipped.
- **Health Stat:** This attribute ranges from 5-10 and represents a Character's constitution. This is the total amount of Physical, Infected, and Radiation damage they can sustain before being killed and discarded. When a Character sustains damage, a chip representing the wound is placed on their card.
- **Psychological Status (Psych):** This attribute ranges from 2-6 and represents a Character's mental health and ability to cope with stress, horror, and psychological trauma. This number can be increased by equipment. Psychological damage is usually permanent.
- **Special Ability:** Not all Characters have a Special Ability. *These symbols are explained on pg 16.*
- **Carrying Capacity:** This is the maximum amount of gear a Character or Vehicle can equip. All Spoils cards that can be equipped have a **Carrying Cost**. These items add up until the maximum **Carrying Capacity** is reached. Cards that exceed it are placed into their owner's Auction House.

The Base Skills

There are six Base Skills represented by their own symbols. The number that follows a symbol represents a Character's proficiency, which can range from 3-10 in a skill. Character cards and Vehicle Spoils cards have a **Base Skill**. Spoils and Action cards grant **Skill Bonuses** when equipped to Characters or Vehicles.

Combat: The ability to attack and defend, this skill includes physical fitness, training in hand-to-hand combat, melee and ranged weapons, combat drills, tactics, and strategy.

Survival: This represents the knowledge and skills used to stay alive, including hunting, tracking, how to locate and purify water, evasion, camping, cooking, foraging, swimming, camouflage, animal lore, and dealing with adverse weather conditions.

Diplomacy: Effective communication skills combined with personal charm, this skill set encompasses negotiation, parlay, public speaking, persuasion, compromise, cooperation, and interrogation.

Mechanical: This is the ability to understand, use and repair mechanical items. Examples include engineering, construction, jury-rigging, operating vehicles and machinery, picking locks, making ammo, and fabricating items.

Technical: This represents intelligence and education. A few examples include logic, analysis, problem solving, science, research, electrical wiring, circuitry, computers, and data analysis.

Medical: Representing the knowledge of living things and the homeopathic, traditional, and pharmaceutical healing arts, this skill set includes triage, first aid, CPR, surgery, setting and mending broken bones, and efficiently using medical supplies and equipment. This skill is used to perform the **Healing Deed**.

Creators Note

*When these six Skill Symbols have numbers after them, they are **Base Skills** or **Skill Bonuses**. However, when these six Skill Symbols appear on Encounter and Mission cards with a number before them, they are **Skill Checks**.*

Omega Symbol: Represents all six Base Skills. When it is displayed on **Non-Player Character Mercenary** (**NPCM**) Action cards, it is often higher than "10." Thus, a "15" Omega is the equivalent of a "15" **Total Skill** when performing Skill Checks. The Omega symbol is also found on a few other Action cards. In these cases, the number is small and adds to each of the six Base Skills when attached to a Character card.

NPCMs roll the number of dice directed by their Action card-- 1d10 for Solo PVP cards and either 5d10 or 6d10 dice (as directed) for standard NPCM Skill Checks. These rolls follow all **Skill Check Dice Rules** (including Target Numbers) to achieve a Success. *See Skill Checks on pg 17.*

Omega Skill Check Example

The Deaths Head Mercs NPCM card has been hired by player three to perform a Mission card. Their NPCM card lists a 15 Omega Symbol, with 6d10 to be rolled for each Skill Check. This is the equivalent of each Party Character having a 15 Total Skill in each of their six Base Skills. Each die rolled has 1 Success (being greater than 10) and a chance for a second Success on a roll of "5" or less. "1s" may be re-rolled by the player. But if a "10" is rolled, it negates all successes from that die.

Character Damage and Death

Characters will take damage from many sources during game play. Encounters, Missions, Spoils, Action cards, and PVP all cause damage. For example, a card may state "Your Party sustains 4d6 Damage." After these dice are rolled, their sum is the total amount of damage assigned. Other times, a card may direct "Each Character takes 2 Damage," or directs a specific Character Crown to take damage by displaying its crown.

All forms of damage stack, except Psychological Damage. The maximum Damage a Character can sustain is determined by their **Health Stat**. A Character is killed when they reach their maximum, whether it is Physical, Infected Wounds, Radiation Damage, or a combination of all three. Players may never assign more damage to a Character than their remaining Health. All Damage chips are placed onto the Character card.

Before assigning damage, players should check their Characters and Spoils cards for the Armor symbol. Only the participating or target Character's Armor is subtracted from the damage. *Armor is discussed in depth on pg 16.*

The Four Types of Damage

Physical Damage

This is the most common and default form of damage. Scrapes, bruises, broken bones, melee weapons, and bullet wounds all cause it. Unless otherwise specified, all damage is Physical Damage. It can be assigned in either 1 or 3 point chips.

Healing Physical Damage can be done anywhere. Some Spoils and Action cards heal Physical Damage.

Infected Wounds Damage

These wounds get worse over time until death occurs. Rusted metal, infections, and rabid or venomous creatures all cause Infected Wounds. Each **Effects Phase**, Characters with this type of damage must add another Infected Wound point. If this kills a Character, they are discarded without their equipment.

Healing Infected Wounds must take place in a Starting Town Location. If this is a Neutral Faction, players must pay the Bank 5 Salvage Coins. To heal in another player's town, consent must be given and a deal struck. Spoils and Action cards that Heal Infected Wounds can be used anywhere.

Radiation Damage

The most prevalent legacy of the Great War is Radiation. Nukes and pre-war devices cause Radiation Damage as well as some nightmarish creatures. Each Character in a Party that ends its movement in a Radiation hex suffers 1 Rad Damage.

Healing Radiation Damage must take place in a Starting Town Location. If this is a Neutral Faction, players must pay the Bank 5 Salvage Coins. To heal in another player's town, consent must be given and a deal struck. Spoils and Action cards that Heal Radiation Damage can be used anywhere.

Psychological Damage

Psychological Damage is similar to PTSD (Post Traumatic Stress Disorder). It is caused by extreme horror, things like cannibalism, legacies of the Great War, and unspeakable creatures. This damage type does not combine or stack with the other types of damage. When a card displaying this symbol has been completed, a **Psychological Check** must be rolled for all Characters that participated. Roll 1d10 for each colored Character Crown and compare the result to that Character's **Psychological Health Status**. If their roll is less than or equal to their stat, that Character takes no Psychological Damage. However, if the number rolled is greater than their stat they take 1 Psychological Damage.

When a Character reaches 3 Psychological Damage, any cards attached to that Character cannot be reassigned. During the next **Effects Phase**, that Character and its attached cards are discarded.

Healing Psychological Damage is only possible through the use of cards and Special Abilities.

Applying Damage

Step 1) Calculate the Damage. In this example it is 2d6 Physical Damage.
Step 2) Roll the dice. Add the dice up. The dice total 5 Damage.

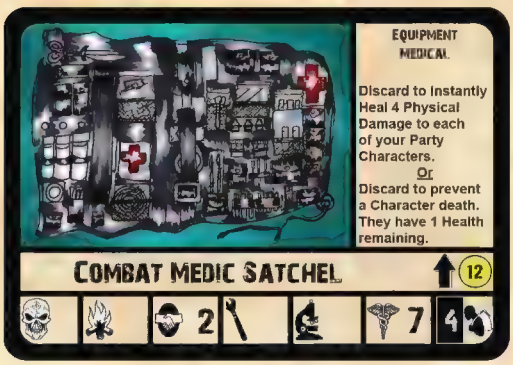
Step 3) Collect the Damage Chips.

Step 4) Place the Damage Chips onto the Character's picture.

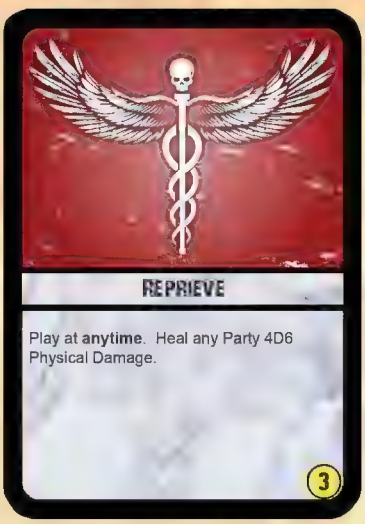
Healing Characters and Your Party

You will have to heal your Characters to keep them alive. The first and most common way to heal is by selecting the **Healing Deed** during the **Party Exploits Phase**. This costs 2 weeks and a Party Medical Skill Check is made. For each Success, players remove 1d6 Damage from their Characters, as they see fit. The rules for healing each type of Damage are explained on the previous page.

When a Party performs the **Healing Deed** in their Faction's **Starting Town Location**, each of their Characters removes 1 Physical, Infected Wounds, or Radiation Damage for free, before making the **Medical Skill Check**. When healing in a **Neutral Starting Town**, players must pay 5 Salvage Coins to the Bank. A Party can heal in another Faction's Town (if invited) by paying them or striking a deal.



The second way to heal is by using an instant Healing ability on a Medical Spoils card. Most are discarded after use, although some **Character Links** allow these cards to be used twice before discarding.



The third way to heal is by using Healing Action cards. Each card has specific directions and is discarded after use.

The fourth and final method to heal is by using a Character's **Unique Ability**. The directions for using them are on each card. Characters with a Healing Ability usually have a high Base Medical Skill.

Replacing Dead Characters

It's a violent world out there, so when Characters are killed players should replace them as soon as possible. Having fewer than five Characters makes it very difficult for a player's Party to succeed on Skill Checks. Characters may only be rotated into a Party from the Town Roster when their Party is in their town. However, Characters received from cards and as rewards can join a Party immediately.

Party Death

Sometimes a player's entire party is killed. If this occurs, their **Party Exploits Phase** ends and they discard all Week Penalty chips. A new Party is formed during their next **Effects Phase**, first equipping Characters from their Town Roster and then drawing new Character cards for the remaining empty Character Crowns. Cards that are drawn cost 1 Prestige or 4 Town Health apiece. Once all five Character Crowns are filled, the player draws 10 Spoils cards (for free) to equip to their new Party.

Spoils Deck

Spoils cards represent items and tangible assets. When equipped to a Character, Vehicle, or Party, they grant **Skill Bonuses** and other abilities. The more equipment a Character has, the more likely they are to succeed at Skill Checks. Examples of Spoils cards include guns, books, and med kits.

Players are dealt ten Spoils cards to begin the game. Some Characters and Factions grant extra cards. New Spoils cards are acquired throughout the game by succeeding at Encounter and Mission cards, by stealing them from other players, by rolling a "1" on the Town Events Chart, from the Marketplace Town Technology, and when a Party ends their movement on a City/Rad hex. During the **Auction House Sub-Phase**, Spoils cards may be sold to other players. During the **Sell Sub-Phase** they may be sold to the Bank.

Spoils cards may be equipped to Characters and Vehicles (if applicable), or placed into a player's Auction House. Spoils cards can be reassigned at any time except during Encounters, Missions, PVP Combat, or when an Action card is being played.

Diagram Explanation

The Spoils card in the diagram is the Autographed Bat, valued at 15 Salvage Coins. It is a Relic and has a 1 **Carrying Cost**. When equipped to a Character, it grants +5 Combat and +1 Diplomacy **Skill Bonuses**. That Character also gains +1 to their **Psychological Status**.

- **Name:** A cards title and identifying information.
- **Spoils Category:** The classification of a card used to identify it for Character Links. Spoils cards can have multiple classifications. For example, the Bat is a Melee Weapon, Blunt, and Sporting Goods.
- **Overview and Unique Abilities:** This section contains both information and card abilities.
- **Special Ability:** The card in the diagram increases the Character's Psychological Status by 1 point. The knife symbol also indicates it is classified as a Melee Weapon.
- **Salvage Coin Value:** This is the value of the card when sold to the Bank. Items with a "NA" value cannot be sold.
- **Carrying Cost:** This is the cost to equip a card to a Character or Vehicle. The sum of the Carrying Costs for all equipped items cannot exceed the **Carrying Capacity** listed on the Character or Vehicle. Spoils cards with a "+" value (such as a backpack), increase a Character's Carrying Capacity.
- **Skill Bonuses:** Spoils cards have the same six **Base Skills** as a Character. Equipped Spoils cards add their **Skill Bonus** to a Character's **Base Skill**. These combine for the **Total Skill**. The upcoming Skill Check section will elaborate on these concepts.

Jinxed Cards

- Some Spoils cards are **Jinxed**. These cards have a negative effect on their listed target and remain in play until removed. Jinxed Spoils cards are equipped immediately when drawn, either to a Party or Character. Some Special Abilities and Action cards can remove Jinxed cards. If a Character dies with an attached Jinxed card, it is discarded.

Spoils Card Terminology

Equipped: This means a Spoils card has been attached to a Character or Vehicle. Both cards are aligned by matching up their six Base Skills. Equip cards with Special Abilities last or leave them a little untucked as a reminder to use them.

Party Equipment: These are Spoils cards that must be equipped to all Party Characters (or none). These cards are not equipped to a specific Character, but are instead placed off to the side and grant their bonuses to each Party Character. Characters must have the Carrying Capacity available to use them. Party equipment can be stolen. The Armor Cache card is an example of Party Equipment.

Stowable: This is a category of Spoils card that can be equipped to Vehicles or Characters. When equipped to a Vehicle, consider these cards stored inside it. If the Vehicle is Stolen or Destroyed, these items remain with the Vehicle.

Vehicle Destruction: Some Spoils cards like the Heavy Rocket Launcher can destroy Vehicles. This occurs during PVP. However, some Encounters and Mission cards also destroy Vehicles. A Destroyed Vehicle is immediately placed into the Spoils discard pile, along with all attached **Stowable** and **Permanent** equipment.

Linked Items: Some Characters are linked to Spoils cards. This may be a specific card or a category of Spoils cards like Swords or Mechanical Equipment. When Linked Items are equipped to that Character, they grant the displayed bonuses.

First Strike: This Special Ability grants a surprise attack before the first Round of PVP. Only the attacker can use First Strike. Each Character with this ability rolls a Combat Skill Check. Each Success achieved deals 1d6 Damage, which ignores **Armor**. The damage is assigned by the defender.

Infected Wounds and Radiation Damage: These Special Abilities are found on weapons and cause 1 extra point of Damage during PVP. This damage is assigned by its owner.

Psych Bonus: A Spoils card with this symbol increases a Character's **Psychological Status** by 1 point. For example a Character with a 4 Psychological Status has it increased to a 5, making it more likely they will pass a **Psychological Check**.

Armor: This category of Spoils card reduces Physical and Infected Wounds Damage to Characters by 1 or 2 points. Armor does not prevent Radiation or Psychological Damage. Some Characters have Armor as a Special Ability, which is the same symbol but in white. Both types of Armor stack. However, similar Armor, like two suits of body armor, cannot be equipped to the same Character. These rules also apply to Party Equipment **Armor**. Damage dealt to a Party is reduced by the sum of all Characters' Armor, unless otherwise directed. However, when damage targets a specific Character, only that Character's Armor applies. Unfortunately, damage dealt by **First Strike** and **Town Defense Chips** ignores Armor.

Armor Example

A Character is dealt 6 Physical Damage. They are equipped with the SWAT Body Armor Spoils card, which reduces the Damage by 1 point. Only 5 Damage is assigned to them.

Movement: Some Spoils cards grant a Movement Bonus when equipped. Players should always adjust their Bonus Movement Track on their Town Play Mat when acquiring or losing one of these cards.

Melee Weapon: This symbol indicates that this weapon can be used during **Melee Weapon Only** Skill Checks.

Permanent Equipment: These Spoils cards must be equipped to other Spoils cards to receive their **Skill Bonuses**. An example is a scope for a rifle. These cards remain attached together for the rest of the game in all circumstances, even if stolen or discarded.

Discarding Spoils Cards Upon Character Death

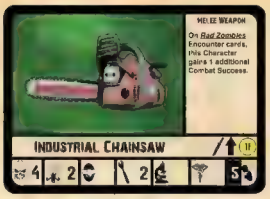
The circumstances of a Character or Party Death affects attached equipment. Adjust Town Health and Prestige as necessary. The outcomes below apply for discarding Spoils cards unless otherwise directed by a card:

- **Party Skill Checks:** Equipment is reassigned among surviving Party members.
- **Individual/Solo Skill Checks:** Equipment is discarded.
- **Action Cards:** Equipment is discarded unless the card directs otherwise.
- **PVP:** The winner keeps the gear from their own dead Characters. A **Loot Deck** is created from the losing party's dead Characters. This process is covered on pg 39.
- **NPCMs:** All equipment is discarded.

Equipping Spoils Cards

CLAYTON PITT
Conniving Grease Monkey
"This here's a BRAND NEW alternator."
Once per game, during the End Turn Phase, retrieve a Vehicle from the discard pile.
Mechanical Equipment: +3 +1
ULTIMATE SET OF TOOLS
.22 SMALL BORE RIFLE
MINA SAXON
Catty Veterinarian
"My passion is studying creatures in their natural environment."
Gain 1 Success on a Skill Check during Wild Animal and Rad Zombie Encounter cards. Then receive a free Action card.
Medical Equipment: Doubles its Medical Skill Bonuses. May be used twice before discarding.
CLASSIC .45 PISTOL
NIFTY MULTI-TOOL
(Tuck underneath)
EQUIPMENT MEDICAL
FIRST AID
Discard to instantly Heal 3 Physical Damage to each of your Party Characters.
BASIC MED KIT

1) Review the Spoils Cards Carrying Cost and compare it to the Carrying Capacity on the Character or Vehicle. Both are at the bottom right. Carrying Capacity is only on Character and Vehicle Cards.
2) Tuck the cards underneath the Character or Vehicle by their Skills.
3) Equip cards with Special Abilities last or leave them untucked.
4) The Character above has his Linked Equipment.



Melee Weapons

Up close and personal, Melee Weapons are reliable and contribute to all Combat Skill Checks. However, they are the only weapons used for **Melee Weapons Only** Skill Checks. Examples include knives, bats, swords, and chainsaws.

Ranged Weapons

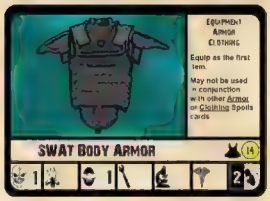
Attack from a distance with Ranged Weapons. They grant bonuses to all Combat Skill Checks except **Melee Weapons Only**. Examples include bows, handguns, submachine guns, shotguns, rifles, and assault rifles.

Equipment

Having the right equipment helps Characters succeed at Skill Checks. Most of these items grant multiple Skill Bonuses and some have Special Abilities. Examples include fishing gear, tents, flashlights, and first aid kits.

Books

Few books survived the Great War. They grant Skill Bonuses and have a low Carrying Cost, making them valuable and rare. Most books can be discarded to automatically succeed at a specific Skill Check.

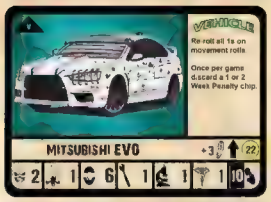


Armor

Armor increases a Character's chance of survival by preventing 1-2 points of Physical or Infected Wounds Damage. Characters should equip Armor first. It cannot be equipped with similar Armor types or with Clothing cards.

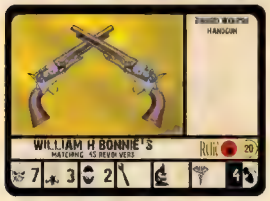
Clothing

Most clothing has a theme and special ability. Some, like backpacks, even increase a Character's Carrying Capacity. Examples include hats, sunglasses, and suits.



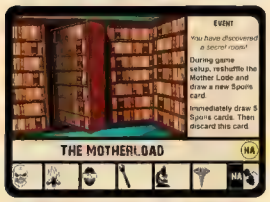
Vehicles

Few working vehicles remain. They grant Bonus Movement and an extra d10 die roll for **Party Skill Checks**. Stowable items and Vehicle Equipment cards may be equipped up to their maximum Carrying Capacity. Unless otherwise directed, only one Vehicle per Party.



Relics

Relics are unique. Their bonuses and Special Abilities make them very powerful. Examples of these cards include William H. Bonnies' Matching .45 Revolvers and the Practically New Ambulance.



Events

These cards represent finding a hidden stash or the opportunity to recruit new Characters to join your Faction's cause. Events are discarded during the game setup, but when drawn later they grant a distinct advantage.

Allies

Allies are people and animals rescued by a Party. Hire them by paying the Bank. These cards grant bonuses and abilities when attached to a Character or Vehicle. They can never be sold or traded.

Skill Check System

A Skill Check is a challenge to one or more Characters that tests one of the six **Base Skills**: Combat, Survival, Diplomacy, Mechanical, Technical, and Medical. Skill Checks often coincide with the story on Encounters and Mission cards. Other instances of when players roll Skill Checks are the Healing Deed, PVP Combat, and on some Action Cards. Skill Checks are always performed as listed, one at a time, from left to right. The terms below are crucial to understand this gaming system.

Necessary Successes: This is the total number of Successes needed to pass a Skill Check. This number is displayed before one of the six **Base Skill Symbols** on Encounter and Mission Cards. *For example, a 5 before a Medical Symbol equates to 5 Necessary Successes required to pass that Skill Check*. Other times, a card's directions will state "Make a 5 Survival Skill Check."

Achieving the Necessary Successes: To Succeed, the sum of the Successes achieved by the participating Characters (and their Vehicle if they have one) must be equal to or greater than the number of Necessary Successes for that Skill Check. When all Skill Checks have been successfully completed, the player reads the Success portion of the card and collects its reward.

Failing to Achieve the Necessary Successes: If the Necessary Successes are not achieved on any one of the Skill Checks listed on that card by the participating Party or Character, the player stops attempting the Skill Checks. They instead read the Failure portion of the card and suffers its consequences. Failure on an Individual Skill Check affects only the participating Character.

Base Skill: This is the number assigned to one of the six Base Skills on Character and Vehicle cards.

Skill Bonus: This is the number assigned to one of the six Base Skills on Spoils cards. Attach them to Characters and Vehicles to receive their Skill Bonus.

Total Skill: This is the sum of the **Base Skill + Skill Bonus(es)**. This includes Special Abilities and/or Linked items.

Target Number: This is the number that needs to be rolled in order to receive 1 Success. All Skill Check Dice rules apply.

Total Skill Less Than 10

If the **Total Skill** is less than 10, it becomes the **Target Number**. This number or less must be rolled to achieve a Success. See Example 1 in the diagram below.

Total Skill Equal to 10

A Total Skill of exactly 10 is functionally the same as a 9 in that Skill. Rolling a "10" negates all successes on a Skill Check. Thus, a 20 is the same as a 19, 30 is the same as 29, etc.

Total Skill Greater Than 10

When the sum of the **Base Skill + Skill Bonus** is greater than 10, it counts as one Success. Additional Successes are gained at increments of 10: two Successes at 20, three at 30, etc. The remainder then becomes the **Target Number**. This number or less must be rolled for one more additional Success. *For example: A 25 Total Skill gains two Successes and a Target Number of 5 for the roll. A d10 die with a 5 or less is needed to receive a third Success.* See Example 2 in the diagram below.

Rolling Dice For Skill Checks

Players must roll for each Skill Check using d10s (ten-sided dice). Each colored die matches one of the five **Character Crowns** at the bottom of the Town Play Mats. The black d10 is included in the roll for Party Skill Checks if the Party has a Vehicle. After the d10s are rolled, players match the color of each die with the corresponding Character Crown. The number rolled is placed face up on top of each Character Crown and compared to that Character's **Total Skill**. Cheating results in failure.

Skill Check Dice Rules

These rules summarize dice rolls for Skill Checks. More than one may apply.

1) When the sum of a **Base Skill + Skill Bonus** is less than 10, the roll must be equal to or less than the **Target Number** to count as a Success.

2) When the sum of a **Base Skill + Skill Bonus** is greater than 10, it yields one Success per 10: one at 10, two at 20, three at 30, etc. The remainder becomes the **Target Number**. The roll must be equal to or less than the Target Number to count as an additional Success. Exception: if a vehicle has a **Total Skill** of 0 for a Skill Check, the vehicle cannot participate in that Skill Check and the black d10 is not rolled.

3) A d10 die roll greater than the **Target Number** is not a success. Players still receive their previous Successes from that Character or Vehicle (unless Rule 5 below applies).

4) Rolling a "1" is always a Success and may be re-rolled for a chance at another Success. There is no limit, until a player stops rolling "1s." Players choosing to re-roll a "1" to try for more Successes can do so at any time during that Skill Check.

5) A "10" is always a Failure and negates all Successes provided by that Character or Vehicle for the Skill Check. Including a Master's automatic successes.

Example of Rule 4

Character Crown three has a Base Skill of 10 and a +24 Skill Bonus. Their Total Skill is 34. This grants 3 Successes and a chance for a 4th, on a roll of "4" or less. A "1" is rolled, granting the player 4 total Successes. The player has the option of re-rolling it for a chance at a 5th Success. She does and rolls a "3," granting her a total of 5 Successes!

Example of Rule 5

Character Crown four has a Base Skill of 9 and a +13 Skill Bonus. The Total Skill is 22, granting 2 Successes (2 increments of 10) and a chance for a 3rd Success on a roll of "2" or less. A "10" is rolled, negating all Successes produced by this Character.

Skill Calculation

Example 1

STEVEN CARTWRIGHT PHD
Insightful U.S. History Professor
"The human experience can be thoroughly understood by examining the past."
Gain 1 Prestige.
After succeeding a City/Rad Encounter card, gain 1 Spoils card.
Pristine American Flag: +3
6 5
4 6 7 7 7 4 12
UNLIMITED STASH OF DUCT TAPE 4
3 1 2 EA
BASIC MED KIT 6
3 2
Base Skill
Skill Bonus

Total Skill Less Than 10

This **Character** has a 7 Diplomacy **Base Skill** and no **Skill Bonus** from his attached Spoils cards. Because the number is less than 10, this Character's **Total Skill** and **Target Number** is 7 for Diplomacy Skill Checks. On a roll of 7 or less, this Character achieves a Success. The outcome of this roll is subject to the **Skill Check Dice Rules**.

Example 2

VEHICLE
+2 Prestige.
When drawn, gain 2 Character cards.
When this Vehicle is destroyed, roll 1d6. On a "1-3," it avoids destruction.
THE WAR WAGON REAR +2 40
10 3 4 3 2 4 16
ULTIMATE SET OF TOOLS 14
5 3 8
INDUSTRIAL WELDING MACHINE 6
4 3 6

Total Skill Greater Than 10

This **Vehicle** is rolled for like a Character, but it is only utilized during Party Skill Checks (unless directed). This card has a 3 Mechanical **Base Skill** and a **Skill Bonus** of 9 Mechanical from its attached equipment. The **Total Skill** is 12. This equates to 1 Success (at 10) and a **Target Number** of 2 for a 2nd Success on a roll of 2 or less. The outcome of this roll is subject to the **Skill Check Dice Rules**.

Types of Skill Checks

There are eight types of Skill Checks in Fallen Land. Each will challenge a player's Party differently. To determine which type of Skill Check applies, first look for the Skill Check symbols displayed on Encounter and Mission cards.

Some Skill Checks are categorized by who participates: a single Character, each Character individually, or a Party (all five Characters and their Vehicle if they have one). Other categories have specific parameters. The **Skill Check Dice Rules** apply any time dice are rolled for Skill Checks (*see pg 18*). This section will examine each type of Skill Check.

- **Solo**
- **Individual**
- **Party (the default)**
- **Melee Weapons Only**
- **Combo**
- **Multiple Parties**
- **Optional Skill Check**
- **PVP Combat** (*see pg 39*)

Solo Skill Check

This Skill Check is performed by a single Party Character. A **Solo Skill Check** must be attempted when this symbol is displayed or when directed to do so. The story and Skill Check(s) only affect one Character, who must perform it alone, to determine their Success or Failure.

The Character who must attempt the Solo Skill Check is determined by the Character Crown symbol displayed (CC1-CC5), or stated in a card's directions. When the Character Crown has a question mark, players roll for a random Character with a d6 die. Cards will direct the player what to do if a "6" or empty Character Crown is rolled.

All listed Skill Checks must be made successfully to Succeed at the card. Vehicles and Town Technologies are not used in Solo Skill Checks unless directed by a card. There is no Fight or Flight option (see pg 24). The diagram below depicts several outcomes for a Solo Skill Check.

Individual Skill Check

This Skill Check is comparable to making a Solo Skill Check for each Party Character. **Individual Skill Checks** must be attempted by each Party Character separately. The outcome, either Success or Failure, is applied individually to each Character, unless otherwise directed.

To perform an Individual Skill Check, the d10 dice are rolled simultaneously. Calculate each roll separately, in Party Character Crown order (CC1-CC5), to determine their outcomes. For example, if Character Crown 1 (CC1) Succeeds or Fails at a Skill Check, that Character receives the reward or suffers the consequence for Failing, regardless of the outcomes for CC2, CC3, etc.

Vehicles and Town Technologies are not used for Individual Skill Checks and there is no Fight or Flight option. *See pg 25 for an example of an Individual Skill Check.*

Party Skill Check

This Skill Check has no symbol because the **Party Skill Check** is the most common type and is the default. Treat all Skill Checks as Party Skill Checks unless a **Solo** or **Individual** Skill Check symbol is displayed on the card.

To perform a Party Skill Check, all Party Characters add their Successes together towards the number of **Necessary Successes** needed for the Skill Check. The d10 dice are rolled simultaneously and calculated in Party order (CC1-CC5) to determine the outcome, whether Success or Failure.

A Party with less than five Characters only rolls the dice that correspond to occupied Character Crowns. Vehicles and Town Technologies are used for Party Skill Checks, unless otherwise directed.

Creators Note

Dice rolling is a major part of this gaming system. Low die rolls are best for Skill Checks, Psychological Checks, the Town Events Chart, and when a player must roll the damage dealt to their own Party from a card. However, high die rolls are advantageous for Party Movement, Healing, and Flight rolls. Players will also want high rolls when they are dealing damage to another player's Party or NPCM.

Solo Skill Check

Dante Slade
Heroic Biker
"I used to lead The Highwaymen, but I just wanted to get back out on the open road."
Town Defense chips cost 3 less.
Automatic Succeed Biker Gang Encounter cards.
Two wheeled vehicle: +1 +6
7 5
5 6 5 8 6 5 14
Masamune Crafted Katana Relic 16
5 2 1 2

A Solo Encounter card is drawn. After reading the text, the card displays a blue Character Crown (CC4) symbol before the 1 Survival Skill Check. The Dante Slade Character is CC4, so he will attempt the card alone and must achieve 1 Success to beat the Encounter. He has a **Base Skill** of 6 Survival and a **Skill Bonus** of +2 Survival from his Equipment. His Total Skill is an 8 Survival, which becomes his **Target Number**. The blue d10 die is rolled and an 8 or less is needed to Succeed.

Examples:

A "2" is rolled. 2 is less than 8, it counts as one Success. The player Succeeds at the card! Read the Success portion of the text and receives its reward.

A "9" is rolled. 9 is greater than 8, Dante Slade achieves no Successes. The Skill Check and card are Failed. The player reads the Failure portion of the text and suffers its consequences.

A"1" is rolled. This is one Success and a chance for a 2nd Success on a roll of "8" or less (the Target Number). The player elects to not roll his "1" again, because he only needs 1 Success to pass the card. Re-rolling a "1" is the player's choice.

A "10" is rolled, which is always a Failure and it negates all Successes by this Character. The player reads the Failure portion of the card and suffers its consequences.

Melee Weapons Only Skill Check

The **Melee Weapons Only** Skill Check is performed when this symbol is displayed, or as directed. Ranged Weapons attached to Characters do not grant their Skill Bonus to this Skill Check. This type of Skill Check is most often combined with a Party Skill Check, but it may appear as a **Combo**.

All Party Characters must make the Combat Skill Check portion of the card by utilizing only **Melee Weapons**, attached equipment (with a Combat Bonus Skill) and Ally cards. All other Skill Checks listed on the card are calculated and rolled for normally.

Spoils cards with the Melee Weapon category are listed in the top right hand corner. The Garrison Town Technology is used during Melee Weapons only Skill Checks, unless the card displays a **Solo** or **Individual** Skill Check Symbol. Vehicles are not utilized during Melee Weapons Only Skill Checks.

Combination Skill Check

The **Combo Skill Check** has no symbol, but is performed when there are multiple Skill Check symbols displayed on an Encounter or Mission card. An example of this is a **Solo** and **Melee Weapons Only** Skill Check. Players combine the two principles: A single Character attempting the Skill Check with Melee Weapons Only. All other rules apply.

Multiple Party Skill Check

This Skill Check has no symbol. A card's directions will dictate when a player makes this type of Skill Check. Some **World** Encounter cards and Mission cards may require multiple Parties to Succeed. These cards will almost always have high numbers for their **Necessary Successes**, such as a 12 Combat Skill Check.

One Party may have to wait for another Party to arrive at their location to coordinate the Skill Check(s). It is at the discretion of the participating players when this will occur and sometimes weeks will have to be sacrificed by one player. The card will then be attempted on the other participating player's Party Exploits Phase. Once a Multiple Party Skill Check card is completed, normal Turn order resumes.

World Encounters or **Mission** cards with Multiple Party Skill Checks are subject to these additional rules:

- No Player Versus Player Combat (PVP) is allowed on the hex containing the card, unless directed.
- No theft between Parties can occur.
- Participating players cannot play Red Dot Action cards on other participating players.
- Players not participating on the card are not subject to these rules.

Optional Skill Check

4

This type of Skill Check is only on Mission cards and is a single Party Skill Check. **Optional Skill Checks** (OSCs) are represented by one of the six Base Skill symbols highlighted in black. They are always the last Skill Check on a card and it is a choice for a player's Party to "go the extra mile" to gain additional rewards. It may only be attempted after all other Skill Checks have been Successfully completed and the reward collected.

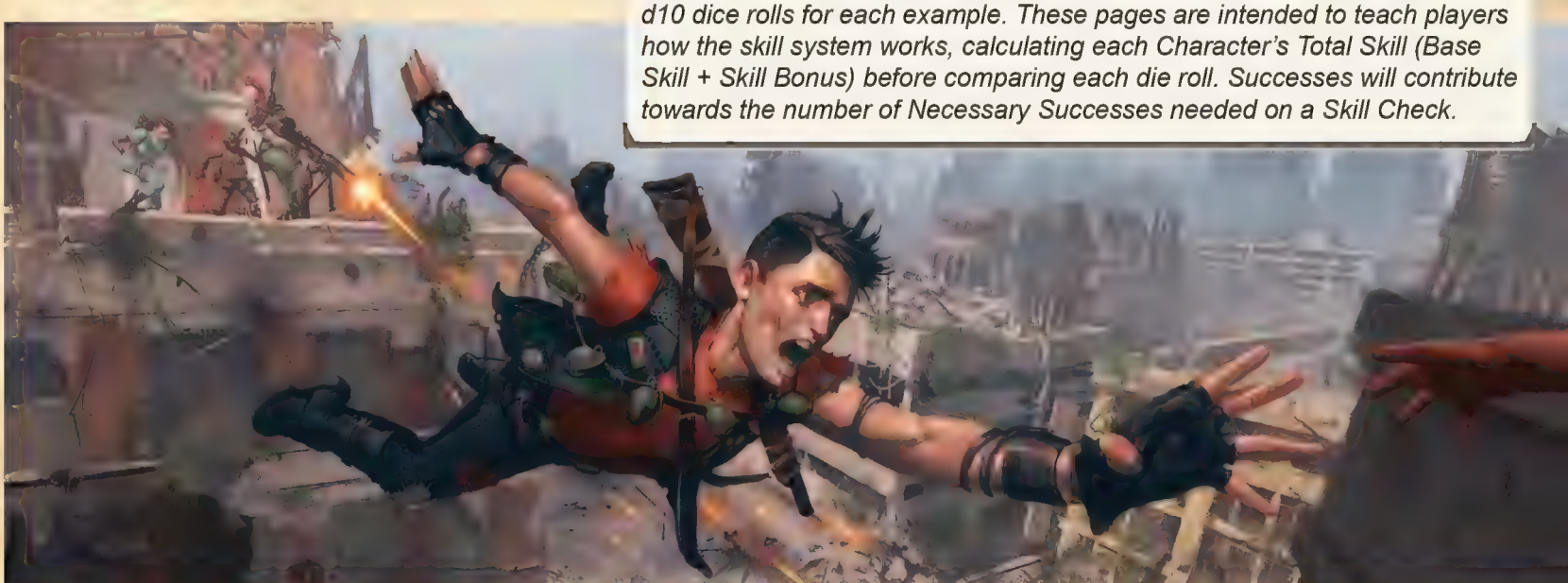
Optional Skill Checks (OSC) have their own independent Success and Failure portion on the Mission card. Failing an OSC results in a different ending to the story, along with penalties and consequences. If an OSC is Failed, the player just reads the OSC Failure section but does not fail the whole card unless otherwise directed. Vehicles are used for Optional Skill Checks.

PVP Combat Skill Check

Player versus Player (PVP) Skill Checks have no symbol. PVP occurs when one Party, Character, or Non-Player Character Mercenary (NPCM) attacks another Party (or Character) during the **Party Exploits Phase**. PVP Combat is covered in its own section on page 39 and has its own rules and Order of Play.

Party Skill Check Diagram

The diagram on the next two pages displays two Party Skill Checks. It displays a separate Party of Characters, equipment, Town Technologies and d10 dice rolls for each example. These pages are intended to teach players how the skill system works, calculating each Character's Total Skill (Base Skill + Skill Bonus) before comparing each die roll. Successes will contribute towards the number of Necessary Successes needed on a Skill Check.



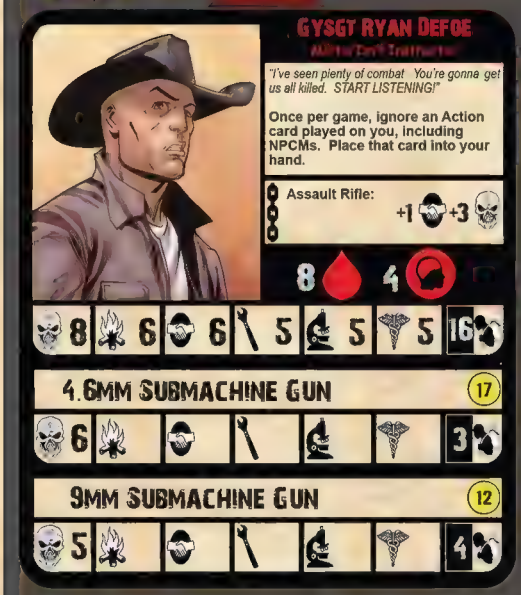
PARTY SKILL CHECK

Example 1 Dice roll: 0 | 2 | 4

Example 2 Dice roll: 1, 0 | 4

Character Crowns: 1 | 2 | 3

Note: In Example Encounter 2, CC3 is killed and discarded along with their equipment.



GYSGT RYAN DEFOE

"I've seen plenty of combat. You're gonna get us all killed. START LISTENING!"

Once per game, ignore an Action card played on you, including NPCMs. Place that card into your hand.

Assault Rifle: +1 +3

8 4

8 6 6 5 5 5 16

4.6MM SUBMACHINE GUN 17

6 3

9MM SUBMACHINE GUN 12

5 4

ALAN DEACON

"Don't ever lie to me. I'll always find out the truth."

Gain 1 Action card after successfully completing a Mission or World Encounter card.

Handgun: +2 +2

7 4

5 5 8 5 7 5 14

PATTON NA

3 1 +2

10 GAUGE PUMP SHOTGUN 8

4 2 4

MARTHA MOTHER TRUCKER

"Since the Maddening, I've been to both coasts and everywhere in between."

During your movement, if within 1 hex of The War Wagon, she may attempt to steal her truck back. Roll a 1d6 and succeed on a "1-4." However, on a "5-6" your Party is Delayed, receives a 1 Week Penalty Chip.

8 3 +1

4 6 6 9 5 5 16

SWAT BODY ARMOR 14

2 1 2

ALIEN PLASMA PISTOL Relic 19

TOP SECRET WEAPON

5 2 3 1

Example 1

BLOOD ON THE HIGHWAY

Vehicle Combat / Biker Gang

If your Party has no motorized Vehicle, discard and draw another Encounter.

The brutal roar of motorcycle engines in the desert is unnerving. Especially when you notice a large pack of heavily armed bikers cresting a ridge in your rear view mirror. They quickly gain ground surrounding your vehicle, in a coordinated high-speed maneuver. You recognize them as the nortorious Outlaws biker gang. Crossbow bolts and bullets begin piercing your vehicle with nerve wracking precision. A jerk of the steering wheel sends three bikes tumbling off into the gorge below in a bloody spectacle of death. Only forty seven to go...

4 7

Success: Loot 3 Spoils cards. You circle back after the fight. After many grueling hours of searching, you find the bodies baking in the blistering sun.

Failure: Your Vehicle is destroyed. Take 7d6 Damage. Screaming like teenage girls on a pre-war "roll-a-coaster," your vehicle soars into open space for what seems like an eternity--before smashing onto the jagged rocks below.

30 5TH 1 PR LEARNING CENTER +1 success

30 5TH 1 PR GARRISON +1 success

Remember: The player needs the total number of **Necessary Successes** (or greater) listed on the Skill Check displayed on each sample Encounter Card, otherwise the card is Failed!

1) Read the Encounter card's title, category, and directions. Since this Party has a Vehicle, they proceed. Otherwise the card would be discarded and another drawn in its place.

2) Receive 4 Scavenged Salvage Coins and read the main body of the Encounter card.

3) Examine the Skill Check. It is a **7 Combat Skill Check** and there are no other Skill Checks after it. There are **7 Necessary Successes** required to Succeed at this card. Because this is a Party Skill Check, the Successes from all five Characters and their Vehicle are combined. The player rolls 6d10 instead of 5d10 (a d10 for each Character + the black d10 for their Vehicle). Calculate each Character's **Total Skill** (Base Combat Skill + Skill Bonuses). Player may choose Fight or Flight at this time (see pg 24).

4) The colored 6d10 dice are rolled simultaneously and are placed on their corresponding **Character Crowns (CC)**. Refer to the Example 1 dice rolls above.

- **CC1**: Total Combat Skill of 19 (Base Skill + Skill Bonuses) = 1 Success and a 2nd Success on a roll of 9 or less. A "10" is rolled, negating all Successes. CC 1 has **0 Successes.**
- **CC2:** Total Combat Skill of 12 = 1 Success and a 2nd Success on a 2 or less. A "2" is rolled, so CC2 contributes **2 Successes**.
- **CC3**: Total Combat Skill of 11 = 1 Success and a 2nd Success if a 1 is rolled. A "4" is rolled, so CC3 contributes **1 Success**.
- **CC4**: Total Combat Skill of 8 = 1 Success on an 8 or less. A "1" is rolled, which yields one Success and a chance for a 2nd on an 8 or less. The 2nd roll is a "5," so CC4 contributes **2 Successes**.
- **CC5**: Total Combat Skill of 24 (this includes +2 for his linked item, the 6.8mm Advanced Rifle) = 2 Successes and a 3rd on a 4 or less. A "2" is rolled, so CC5 contributes 3 Success from his **Total Skill** + 1 Success from his **Master** Special Ability. CC5 contributes **4 Successes**.
- **Vehicle**: Total Combat skill of 4 = 1 Success on a roll of 4 or less. A "5" is rolled, so **0 Successes**.
- The Tier 1 **Garrison Town Technology** (Combat) grants **1 Success**.

5) The Party achieved **10 Successes** for this Skill Check, but needed **7 Necessary Successes** for the card. The player reads the Success portion of the card, collects their reward, and discards the Encounter.

NORRIS BLAKE
Inventor
"Shut it. Can't you see I'm working? C'mon!"
If you are dealt Norris to start the game, receive the Machinist Shop Tier 1 Town Technology. Otherwise, buy it later for 15 Salvage Coins.
Ultimate Set of Tools: +2 +2
6 3
5 6 5 8 7 4 13
HIGH TECH CROSSBOW 7
3 2 4
MASTER
BOOKER GRAY
Weapons Expert
"Sonny, I may be ornery, but there ain't a DAMN thing I don't know about weapons."
He receives 1 additional Success on all Party Combat Skill Checks.
Ranged Weapon: +2 +2
7 4
10 7 5 8 6 4 14
EXPERIMENTAL BATTLE SUIT
TOP SECRET WEAPON
Relic x2 23
4 2 1 1 2 1 2
6.8MM ADVANCED RIFLE 15
7 1 5
JUGS O'MOONSHINE 6
1 1 2 3
VEHICLE
Once per Turn, if within 1 hex of an opponent's town, you may select a Character from their Town Roster and place it into yours.
POLICE
POLICE INTERCEPTOR
WITH HYPNOTIC LIGHTS
+3 19
4 4 3 10
PRO FISHING GEAR&TACKLE 7
3 2
SOLDERING KIT 5
2 3 2

Example 2

SCARE CROW

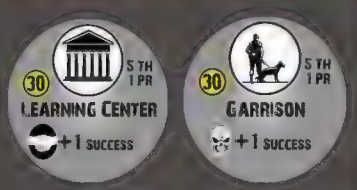
To the side of this lonely gravel road lies an enormous garden demarcated by a rotten wooden fence. A rusty pre-war sign proclaims this as "Jacob's Fresh Veggies," in faded flourishing script. Ordered splendor has been replaced by tangles of waist high switch grass. Your friend announces, "I got a hankerin' for some tomatoes." Jumping the fence, they brush past a gangly crucified scarecrow with a crown of thorns. Momentarily distracted by a down of rabbits, you turn back to notice the figure is gone. The wind whipped field gives no indication as to where the tatterdemalion may of gone. Moments later, your friend screams shrilly as a bowie knife punctures their shoulder, followed by a mad cackle. You rush to their aid.

Character Crown 3 takes 2d6 Damage.

3 3 5

Success: Draw 2 Spoils cards. You tackle the wily scarecrow during the vicious knife fight. As you hold him down, he kicks and bites at you in an insane frenzy. The rifle butt used to stun him, instead splits his skull like a melon.

Failure: Take 4d6 Damage. The nimble creature easily evades your attacks. Ranting gibberish, it dances among you. Slashing. Stabbing.



1) The player receives 3 Scavenged Salvage Coins and reads the text. The mid-card directions take effect before the player attempts the Skill Check. Character Crown 3 (CC3) takes 2d6 Damage. A "4" and a "6" are rolled, totaling 10 Damage. Although her **Armor** reduces the damage by 1, CC3 is killed! The 9 Damage exceeds her 8 Health, so she is discarded without her equipment.

2) Examine the Skill Check. It is a **5 Combat**. Calculate each Character's **Total Skill**.

3) It is a Party Skill Check. Because CC3 was killed, the player rolls 5d10 (instead of 6d10). Each die is placed on top of their corresponding CCs. Refer to the Example 2 dice rolls above.

- ~ **CC1**: Total Combat Skill of 19 = 1 Success and a 2nd on a roll of 9 or less. A "1" is rolled, granting 2 Successes and a 3rd Success on a roll of 9 or less. The player chooses to roll again, but a "10" is rolled. This roll negates all Successes from this Character, so CC1 contributes **0 Successes**.
- ~ **CC2**: Total Combat Skill of 12 = 1 Success and a 2nd on a 2 or less. A "4" is rolled, so CC2 only contributes **1 Success**.
- ~ **CC3**: This Character was killed, so no die was rolled. CC3 contributes **0 Successes**.
- ~ **CC4**: Total Combat Skill of 8. A "9" is rolled, so CC4 contributes **0 Successes**.
- ~ **CC5**: Total Combat Skill of 24 (this includes +2 for his linked item) = 2 Successes and a 3rd on a 4 or less. A "0" is rolled, negating all Successes, including the 1 Success from his **Master** Special Ability. CC5 contributes **0 Successes**.
- ~ **Vehicle**: Needs a 4 or less and a "5" is rolled. It contributes **0 Successes**.
- ~ The Tier 1 **Garrison Town Technology** (Combat) grants **1 Success**.

4) The Party achieved **2 Successes**, but **5 Necessary Successes** were needed. They Fail the Encounter and read that portion of the card. It directs them to roll 4d6 Damage, and the sum of the dice is 19. The Party has 2 Armor, so that is subtracted before assigning the remaining 17 Damage.

5) The last symbol is a **Psychological Check**. Each Character rolls a d10. Use the Example 1 dice rolls. CC1 rolls a "10," which is greater than his Psychological Status of 4, so he is assigned 1 Psych Damage. CC2, CC4 and CC5 roll less than their Psych status and take no Damage.

6) The Encounter is over and is discarded. CC3's equipment is redistributed to the rest of the Party.

Encounter Decks

Each Encounter card is a short story or scenario for a player's Party to experience. There are three different Encounter decks: Plains, Mountains, and City/Radiation. Each deck matches a type of terrain found on the map. A player draws from any Encounter deck that represents the terrain in the hex where their Party ends its move. Because players determine where their Party travels, they have a moderate degree of control over the challenges their Party will face.

Drawing an Encounter is an optional **Deed** during the **Party Exploits Phase** that costs 1 Week. The **Encounter Deed** must be selected after each **Movement Deed** unless the move ends on a Starting Town Location, or if the player selects the **Resource**, **PVP**, or **Mission Deed**, even if this occurs on their next Turn. The **Healing Deed** may never be selected to replace an **Encounter Deed** after the **Movement Deed**.

The Skill Checks on each Encounter card correspond to its story by displaying different combinations of the six **Skill Symbols**. Skill Checks are always performed as listed on the card, from left to right. A Party must roll their d10 dice and compare their total Successes achieved to the number of **Necessary Successes** listed on the card. This determines their Success or Failure.

Each listed Skill Check must be successfully achieved by a Party in order to attempt the next one. Once all Skill Checks have been successfully completed, the player reads the Success portion of the card. If any Skill Check is failed, the player does not attempt the remaining Skill Checks, but instead reads the Failure portion of the card. Both Success and Failure yield different endings to the story, along with rewards or consequences. An Encounter card is completed and discarded after a player receives its rewards or suffers its consequences.

Encounter Diagram

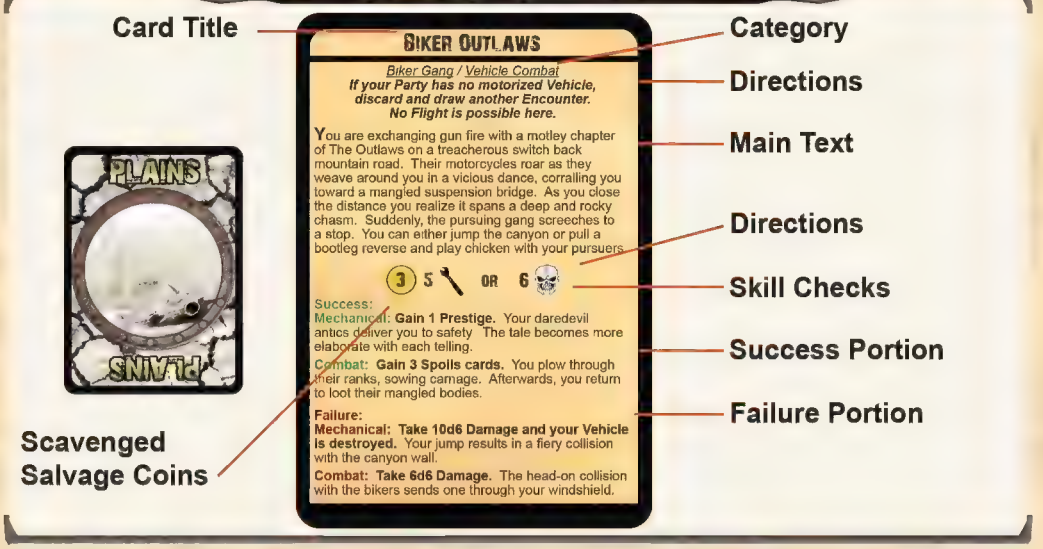

Card Title
Biker Outlaws
Category
Directions
Main Text
Directions
Skill Checks
Success Portion
Failure Portion
Scavenged Salvage Coins
Biker Gang / Vehicle Combat
If your Party has no motorized Vehicle, discard and draw another Encounter. No Flight is possible here.
You are exchanging gun fire with a motley chapter of The Outlaws on a treacherous switch back mountain road. Their motorcycles roar as they weave around you in a vicious dance, corralling you toward a mangled suspension bridge. As you close the distance you realize it spans a deep and rocky chasm. Suddenly, the pursuing gang screeches to a stop. You can either jump the canyon or pull a bootleg reverse and play chicken with your pursuers.
3 5 OR 6
Success:
Mechanical: Gain 1 Prestige. Your daredevil antics deliver you to safety. The tale becomes more elaborate with each telling.
Combat: Gain 3 Spoils cards. You plow through their ranks, sowing carnage. Afterwards, you return to loot their mangled bodies.
Failure:
Mechanical: Take 10d6 Damage and your Vehicle is destroyed. Your jump results in a fiery collision with the canyon wall.
Combat: Take 6d6 Damage. The head-on collision with the bikers sends one through your windshield.
PLAINS

Diagram Explanation

- **Card Title:** The name of the story.
- **Category:** A card's classification is shown underlined and italicized. This may coincide with a card's **Special Ability** or **Faction Perk**. For example, a Character may receive a bonus on *Biker Gang/Vehicle Combat* Encounters, while another may ignore *Ambush* Encounters.
- **Directions:** Special instructions are found on some Encounter cards. They are identified by the ***bold italics***. Players follow these directions before attempting any Skill Checks.
- **Main Text:** Each story is unique and corresponds to the listed Skill Checks.
- **Scavenged Salvage Coins:** These simulate valuables recovered by a Party during their travels. They are received automatically by players before reading the text, unless Flight is Failed (*see next page*).
- **Skill Checks:** Based on the card's story, all the Necessary Successes must be achieved on the Skill Checks or the card is Failed.
- **Success Portion:** The positive conclusion to a card's story which usually rewards a Party. It is read after following a card's directions and successfully completing all of its Skill Checks.
- **Failure Portion:** The negative conclusion to the story lists a Party's consequences. It is read after Failing any Skill Check on the card.

Plains Encounters

These cards are most often the **least difficult** of the three Encounter decks. Successfully completing a Plains Encounter often yields a small reward. A Failure usually results in a small amount of damage and/or negative consequences.

Mountain Encounters

These cards are most often **moderately difficult**. Successfully completing a Mountain Encounter often yields a reasonable reward. Failure usually results in a large amount of damage and/or negative consequences.

City / Rad Encounters

These cards are most often **difficult**. Successfully completing a City/Rad Encounter yields substantial rewards, but a Failure can cause serious damage and/or consequences. To encourage players to accept this challenge, a Party that ends their movement in a City/Rad hex and draws from this deck receives a free Action or Spoils card, which may be equipped before attempting any Skill Checks.

World Cards

A few World Encounter cards are found in each of the three decks. Unlike other cards, these often affect multiple players by presenting a difficult challenge, or by creating an exciting location for Parties to visit called a **Point of Interest** (POI). All POIs cost 1 Week to activate. The Grandiose New World's Fair is an example of a ☣World Card☣ *(see pg 25)*.

Some World cards have difficult Skill Checks above 10 that require multiple Parties (see Multiple Party Cards below). The directions on each World card will define how this occurs.

Multiple Party Cards

When multiple Parties are involved with a World Card, the Party that drew the card may have to wait for other Parties to arrive to coordinate its completion. It is at the players' discretion when this will occur. Weeks may have to be sacrificed by one or more players during their Party Exploits Phase in order to complete the card during another player's Party Exploits. Parties simply combine their Successes achieved for each Skill Check. All participants Succeed or Fail together on the Multi-Party Skill Checks, unless otherwise specified. Once the card is completed, normal Turn order resumes.

Multiple Party Card Rules

- No PVP is allowed on the hex containing the card, unless directed.
- No Flight or theft can occur.
- No Red Dot Action cards may be played on a participating Party by other participating players.
- This protection ends after the card is completed and either party leaves the hex.
- Players not participating on the World Card are not subject to these rules.

Common Encounter Symbols

Scavenged Salvage Coins: These are received before reading the main text and attempting the Skill Checks on Encounter and Mission Cards.

Skill Symbols: These six symbols represent Skill Checks on Encounter cards. Before each symbol is the total number of Necessary Successes a Party or Character must achieve.

Solo Skill Check Symbol: A single Party Character must attempt the Skill Checks alone. They gain the reward for Succeeding or suffer the consequences of their Failure. The participating Character is determined by the Character Crown Symbol displayed or listed in the directions.

Individual Skill Check Symbol: All Party Characters attempt the listed Skill Checks independent of each other. Their Success or Failure also affects them individually.

Melee Weapons Only Skill Check Symbol: When displayed, Party Characters cannot use Ranged Weapons or Vehicles to calculate their **Total Skill** during all Combat Skill Checks on this Encounter.

Psychological Check Symbol: This status check must be attempted by each participating Character when displayed. A d10 is rolled for each Character and compared to their Psych Status. If the roll is greater than their stat, that Character takes 1 Psych Damage.

Character Crown (CC) Symbol: Used to designate the Character specifically affected by a card's story, crowns CC1-CC5 will match an attached Character on a Town Play Mat. The card's directions will explain the details.

Random Character Crown Symbol: When displayed, players must immediately roll 1d6 to select a random Character Crown. That Party Character will either take damage or be affected in some way.

A "6" or empty Character Crown is rerolled, unless otherwise directed by the card.

Fight or Flight

The **Fight or Flight** option is only available on Encounter or Mission cards displaying a **Party Combat Skill Check.** *Flight during PVP is different and is covered on pg 39.* After following a card's directions, Flight must be declared before any Skill Dice are rolled.

A player choosing Flight rolls 1d6 and adds the number from their **Bonus Movement Track**. If this number exceeds the highest Combat Skill Check on the card, the Encounter is discarded. The Party then moves 1 hex away in the direction of their choice.

If this number is less than or equal to the highest Combat Skill Check on the card, the player must return the Scavenged Salvage Coins and the Failure portion of the card is read. Either way, the week(s) spent during their Party Exploits Phase is forfeited. Another card is not drawn in its place.

Example

Player Three draws an Encounter with a 7 Combat Skill Check. She chooses the Flight option, rolls a d6 die and gets a "4." Her Faction has a +5 on her Bonus Movement Track, which brings her total to "9." The Encounter is discarded and her Party escapes. She moves them 1 hex away in the direction of her choice.

Creator's Note

For a more realistic and challenging experience, have the player to the right of the active player draw Encounter and Mission cards. They do the following:

1. Give the player the **Scavenged Salvage Coins** from the bank.
2. Read the **Directions** and **Skill Check**.
3. While the player is calculating their skill check read the **Main Text** story out loud.
4. The **Success** and **Failure** portion of the card are not disclosed until after the Skill Checks result in Success or Failure.

Individual Skill Check Encounter Card Example

Brackish Water
The road ahead disappears into putrid, black water covered by patches of yellowish algae. There is recent flooding here and your scout confirms that there is no way around. With colorful language, you begin to wade across. The rancid water is soon chest deep. Halfway through, you are horrified as a leech the size of a deflated football coils tightly around your friend's arm. Everyone screams. Blood pools on the filthy surface as the abomination's teeth latch onto flesh. The water churns as more leeches frenzy, attaching to everyone's exposed flesh. As you thrash toward dry land, the pain of your lesions quickly builds into a hellish burn.
Roll 1d6 to determine the number of leeches on a Character. Then attempt the Skill Check.
Repeat this process for each Character.
3
1
Success: Take 1 Damage. Receive 1 Salvage Coins per leech. The nightmarish leeches must be burned off. You can sell these healthy specimens to the next doctor you come across.
Failure: Suffer 1 Infected Wounds Damage per leech. Unable to remove the leeches, you must wait for them to sate themselves.

The player gains the Scavenged Salvage Coins and then reads the story out loud to the other players. After reading the mid-card directions, he notices the Individual Skill Check symbol. This means each Character's outcome (Success or Failure) is independent of the others for this Encounter card and he does not roll the black d10 for his Vehicle. His Medical Center Town Technology (TT) won't help either, because TTs only apply to Party Skill Checks. The card's directions prompt him to roll a d6 for each Character and then roll a d10 for the 1 Medical Skill Check. Character Crowns 1-5 are abbreviated CC1-CC5 below.

CC1: A "6" is rolled. Six giant leeches attach themselves to this Character. He rolls a 1d10 for the 1 Medical Skill Check. He succeeds and reads the Success portion of the card for that Character, who suffers 1 Physical Damage and receives 6 Salvage Coins.

CC2: A "1" is rolled. Only one leech attaches itself to that Character, who then fails the Skill Check and thus takes 1 Infected Wounds Damage per the Failure portion of the card.

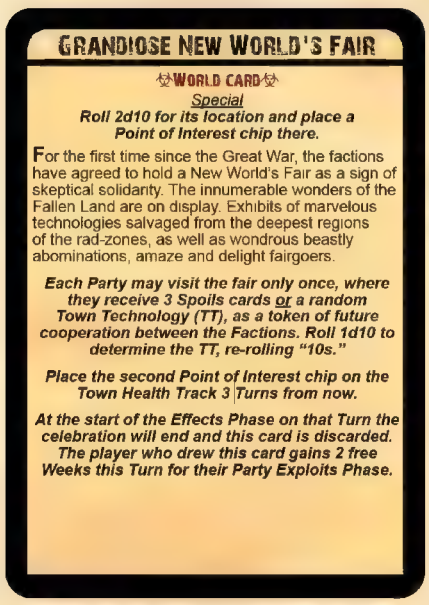
CC3: A "4" is rolled. Four leeches attach themselves, but he succeeds on the Skill Check and reads the Success portion of the card. This Character takes 1 Damage and collects 4 more Salvage Coins.

CC4: This Character is the Medical Master with several Medical Spoils Cards. A "5" is rolled and five leeches attach. This Character then rolls a "10" and automatically fails the Skill Check, despite his successes for being a Master and for a Total Skill over 20--the "10" negates them all! He takes 5 Infected Wounds Damage!

CC5: A "1" is rolled and one leech attaches. He succeeds on the Skill Check and takes 1 Damage. He then receives 1 more Salvage Coin.

Some Characters succeeded on this card, while others failed; this is a typical outcome for an Individual Skill Check Encounter card. The last symbol is a Psychological Status Check. A d10 die is rolled for each Character. Three of them Fail (rolling higher than their Psychological Status) and they each sustain 1 Point of Psych Damage. However, the player has gained a grand total of 14 Salvage Coins from this card.

World Encounter Card Example


Grandiose New World's Fair
World Card
Special
Roll 2d10 for its location and place a Point of Interest chip there.
For the first time since the Great War, the factions have agreed to hold a New World's Fair as a sign of skeptical solidarity. The innumerable wonders of the Fallen Land are on display. Exhibits of marvelous technologies salvaged from the deepest regions of the rad-zones, as well as wondrous beastly abominations, amaze and delight fairgoers.
Each Party may visit the fair only once, where they receive 3 Spoils cards or a random Town Technology (TT), as a token of future cooperation between the Factions. Roll 1d10 to determine the TT, re-rolling "10s."
Place the second Point of Interest chip on the Town Health Track 3 Turns from now.
At the start of the Effects Phase on that Turn the celebration will end and this card is discarded. The player who drew this card gains 2 free Weeks this Turn for their Party Exploits Phase.

This World Encounter card involves all players. The card's category is *Special* and a **Point of Interest Location** (POI) comes into play at a random location. The player who drew the card rolls 2d10 with two different colored dice, in this case a black and yellow. Calling "black-high," he rolls. The black is a "4" and the yellow rolls a "3." Therefore the Grandiose New World's Fair is placed at location "43." The player retrieves two matching POI chips and places one on the map at **Random Location** 43 and the other on top of this card after reading it.

The player reads this card out loud. Its directions specify that any Party may travel here to receive their choice of a free random Town Technology or 3 free Spoils cards. As the player continues to read the instructions, the card directs them to place the **Point of Interest** chip on the Town Health Victory Track, four months from now. It is Turn 7, so the marker is placed on 10. Placing this card face up on the map, he puts the matching Point of Interest chip on the card. All Parties may visit this location until it is discarded, at the conclusion of Turn 10.

Lastly, as per the card's instructions, the player who drew this card gains 2 weeks for their current Party Exploits Phase.

Mission Deck

Mission cards are complex stories that involve solving a mystery, countering a threat, securing an asset, or performing a task. Missions are important to your Faction or the Council of Towns. Players often receive Prestige and a large reward for successfully completing them. Missions are usually tougher than Encounter cards because they have more Skill Checks.

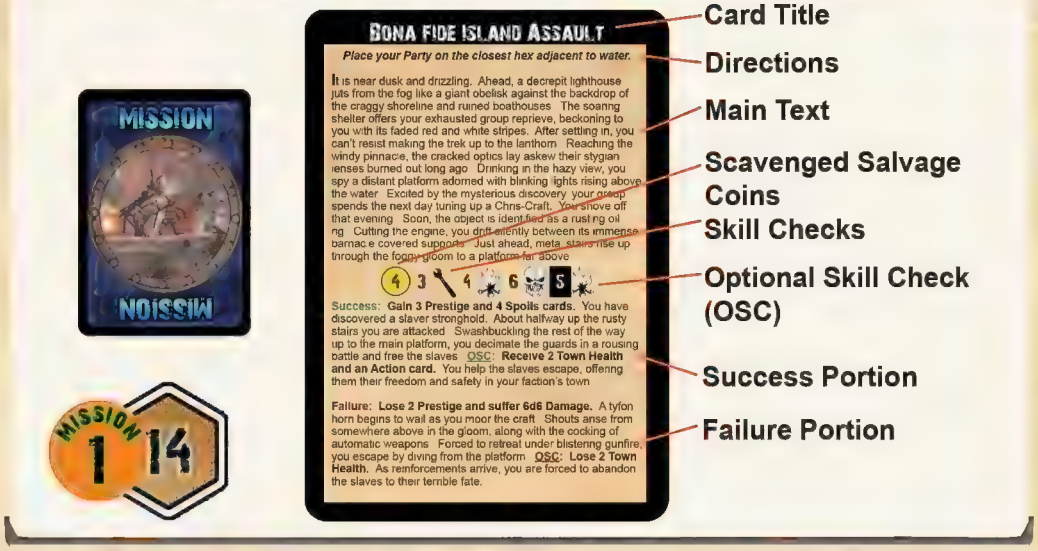
There are seven random **Mission Locations** available to players. First established during game set up, they are determined by rolling 2d10 and placing the Mission chip in the corresponding numbered hex. Each time a Mission card is drawn, a new **Mission Location** is rolled for and placed on the map.

To draw a Mission card, a Party must occupy a hex containing a **Mission Location chip**. The player then selects the **Mission Deed** during their **Party Exploits Phase**, which costs 3 weeks.

When a Mission card is drawn, that player must follow the card's directions and perform its Skill Checks, like an Encounter card. However, unlike Encounters, most Missions have an **Optional Skill Check** (OSC), which is explained in detail to the right.

Missions that display a Combat Skill Check allow **Fight or Flight**. Tougher Missions may require multiple Parties to succeed and will have directions covering this process. *See pg 24 for the rules on Multiple Party Cards*. A Mission card is completed when a player receives the rewards or suffers its consequences. Afterwards, it is discarded.

Mission Card Diagram


MISSION
NOISSIM
MISSION 1 14
BONA FIDE ISLAND ASSAULT
Place your Party on the closest hex adjacent to water.
It is near dusk and drizzling. Ahead, a decrepit lighthouse juts from the fog like a giant obelisk against the backdrop of the craggy shoreline and ruined boathouses. The soaring shelter offers your exhausted group reprieve, beckoning to you with its faded red and white stripes. After settling in, you can't resist making the trek up to the lanthorn. Reaching the windy pinnacle, the cracked optics lay askew their stygian lenses burned out long ago. Drinking in the hazy view, you spy a distant platform adorned with blinking lights rising above the water. Excited by the mysterious discovery, your group spends the next day tuning up a Chris-Craft. You shove off that evening. Soon, the object is identified as a rusting oil rig. Cutting the engine, you drift silently between its immense barnacle covered supports. Just ahead, metal stairs rise up through the foggy gloom to a platform far above.
4 3 4 6 5
Success: Gain 3 Prestige and 4 Spoils cards. You have discovered a slaver stronghold. About halfway up the rusty stairs you are attacked. Swashbuckling the rest of the way up to the main platform, you decimate the guards in a rousing battle and free the slaves. OSC: Receive 2 Town Health and an Action card. You help the slaves escape, offering them their freedom and safety in your faction's town.
Failure: Lose 2 Prestige and suffer 6d6 Damage. A tyfon horn begins to wail as you moor the craft. Shouts arise from somewhere above in the gloom, along with the cocking of automatic weapons. Forced to retreat under blistering gunfire, you escape by diving from the platform. OSC: Lose 2 Town Health. As reinforcements arrive, you are forced to abandon the slaves to their terrible fate.
Card Title
Directions
Main Text
Scavenged Salvage Coins
Skill Checks
Optional Skill Check (OSC)
Success Portion
Failure Portion

Mission Card Diagram

- **Card Title**: The name of the story.
- **Directions**: Some cards have special instructions, which are identified by ***bold italics***. If they are found at the top or middle of the card, players must follow these directions before attempting any Skill Checks. When found at the bottom of Mission cards, they will direct players what to do. Some Characters' Abilities, Spoils and Action cards may affect directions.
- **Main Text:** This is the Mission's story and describes the scenario and challenges a Party must accomplish.
- **Scavenged Salvage Coin Symbol:** Valuables recovered by a Party during their travels, these are received automatically by players before reading the text.
- **Skill Checks:** Based on the card's story, all of the Necessary Successes must be achieved on the Skill Checks or the card is failed. The Optional Skill Checks have a separate Success and Failure.
- **Optional Skill Check (OSC):** Found only on Mission cards, an OSC is a choice for the player to gain additional rewards. It consists of a single Party Skill Check, with a white number and black background. The OSC can be attempted after all other Skill Checks and directions have been successfully completed and the reward is received. Vehicles are used when attempting an OSC. OSCs have their own Success and Failure portion on the card independent of the other Skill Checks. Thus, if the OSC is Failed, its consequences change the story, but do not cause a Party to fail the whole card, unless otherwise directed.
- **Success Portion:** This portion of the card describes the positive outcome for the Party and lists a player's rewards.
- **Failure Portion:** This portion of the card describes a negative outcome for the Party. This is usually damage and/or consequences.

Action Deck

Action cards modify game play and the story lines. They represent tangible information, opportunities, assets, and contracts with mercenaries (NPCMs). Other Action cards are opportunities for players to promote their Faction's agenda.

The first sentence of each Action card states when it can be played. Most often this is a **Phase**, **Sub-Phase** or **anytime**. However, some cards list a situation or parameters.

Each player is dealt three Action cards to begin the game. After that, players are dealt a new Action card at the start of each **Town Business Phase**. Players with the **Law and Order Town Technology** receive an additional Action card at this time.

Action cards are received throughout the game as rewards for successfully completing Encounter and Mission cards. They can be drawn when a "1" is rolled on the **Town Events Chart**. They may also be selected as the "free card" when a Party ends their movement in a City/Radiation hex and draws from that Encounter deck.

The maximum hand size is seven Action cards. Players must discard down to seven at the end of each Phase. Players caught with more than seven cards must randomly discard down to seven.

Action Cards are not public knowledge unless a card specifies otherwise. They may be shown to other players, but cannot change hands freely. Action cards can be used to purchase items from other players during the **Auction House Sub-Phase**. They may also be sold to the Bank during the **Financial Sub-Phase**.

Read each Action card thoroughly before playing it. Remember, "A card laid is a card played." Cards that are played out of order have no effect and are discarded, no exceptions. Most Action cards are discarded after being played, but some attach to a Character, Party, or Town Play Mat.

Action Card Diagram

ACTION
I'M RUBBER, YOU'RE GLUE
Play when an opponent plays an Action card on you. That card affects the initiator instead. NPCM cards ignore this affect.
3
Card Title
Red Dot
Main Body
Salvage Coin Value

The Action Card Diagram

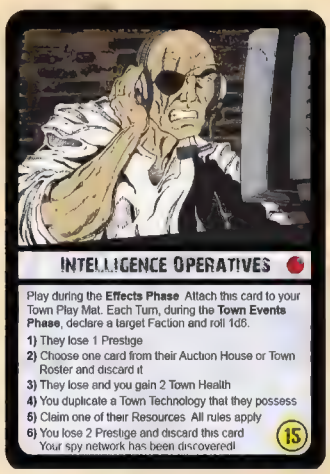
- **Card Title:** This is the card's name and identifying information. Some Characters have abilities that affect Action cards.
- **Red Dot:** Indicates that this card requires other players to be played. These cards are set aside for some Solo play scenarios. Some cards affect Red Dot cards.
- **Main Body:** This lists when an Action card can be played. It will also list a target and include other important information. Some cards may require a little role playing, like "describe the trap."
- **Salvage Coin Value:** This is the card's value when sold to the Bank. Cards with "NA" cannot be sold.

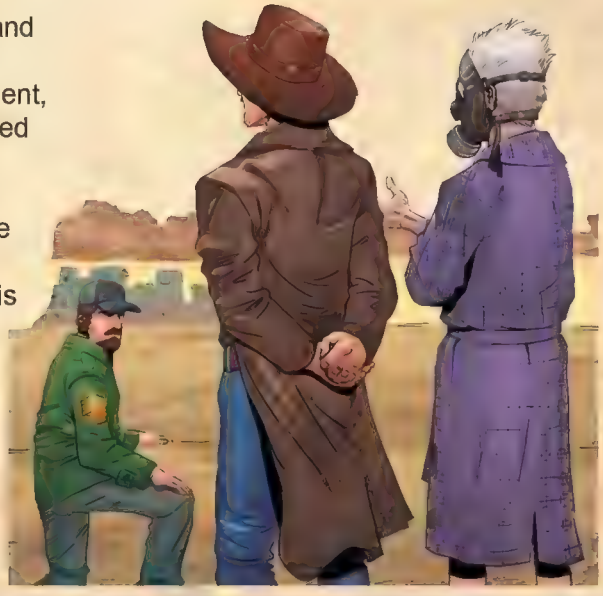
Jinxed Cards

Both Action and Spoils cards contain **Jinxed** cards. These cards have a negative effect on their listed target and remain in play until removed. Jinxed Action cards are played on an opponent, while Jinxed Spoils cards are equipped immediately when drawn, either to a Party or Character. Some Special Abilities and Action cards can remove Jinxed cards. If a Character or Party dies with an attached Jinxed card, it is discarded.

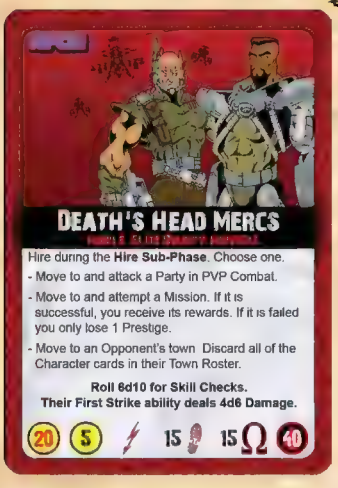
Attachment Cards

These cards enhance or penalize some aspect of a Character, Town, or Faction by attaching to them. There are also Town Technology (TT) cards that, when played, are traded for their chips. A player already possessing a random TT may upgrade it to a Tier 2, or sell it to the Bank for 25 Salvage Coins.


INTELLIGENCE OPERATIVES
Play during the Effects Phase. Attach this card to your Town Play Mat. Each Turn, during the Town Events Phase, declare a target Faction and roll 1d6.
1) They lose 1 Prestige
2) Choose one card from their Auction House or Town Roster and discard it
3) They lose and you gain 2 Town Health
4) You duplicate a Town Technology that they possess
5) Claim one of their Resources. All rules apply
6) You lose 2 Prestige and discard this card. Your spy network has been discovered!
15



Non-Player Character Mercenary (NPCM) Cards


DEATH'S HEAD MERCS
Hire during the Hire Sub-Phase. Choose one.
- Move to and attack a Party in PVP Combat.
- Move to and attempt a Mission. If it is successful, you receive its rewards. If it is failed you only lose 1 Prestige.
- Move to an Opponent's town. Discard all of the Character cards in their Town Roster.
Roll 6d10 for Skill Checks.
Their First Strike ability deals 4d6 Damage.
20
5
15
15
40

Since the Great War, mercenaries, bounty hunters, and assassins have flourished. NPCM cards simulate an opportunity to hire some of them. Each card lists their stats, abilities, and assignments.

During the **Hire Sub-Phase**, the player may pay the bank to hire one or more of their NPCMs. Afterwards, the player must declare a specific target for their assignment, which cannot change after it has been declared. Declaring an assignment prevents abuse. An assignment example for the *Death's Head Mercs* could include "Attacking player 4 in PVP," or "Moving to Mission location chip #2," even if this chip moves to a new location.

Once hired, the player retrieves the matching NPCM chip and places it on their **Starting Town Location**. During the **Party Exploits Phase**, NPCMs act before Parties and must move towards their assignment and attempt to complete it. They are discarded immediately after completing their assignment or when they are killed.

When NPCMS are hired to attempt a Mission card, it is drawn when they arrive at the Mission Location chip. In addition, NPCMs that are attacked in **Player versus Player (PVP)** will defend themselves as per the **PVP Order of Play** and rules (*see pgs 39-40*). A Party in PVP with an NPCM has the **Fight or Flight** option. An NPCM can never attack another NPCM.

5 NPCMs have two Salvage Coin values.
Black is the value when this Action card is sold to the Bank.
20 Red is the **Hiring cost**, which is paid to the Bank during the **Town Business Phase**.

The NPCM version of **First Strike** automatically deals damage before combat, but only when they are the attacker. It is different from the Character First Strike ability because it does not require a Skill Check to determine the damage dealt. Both types of First Strike deal damage by rolling d6 dice. The attacking player rolls the damage. The example above deals 4d6 Damage.

All NPCMs with this symbol enter play in the **Starting Town Location** of the player that hired them. NPCM Movement is different than Party Movement, because they do not roll dice and all hexes cost them 1 Movement. The Death's Head NPCM chip moves 15 hexes per Turn, which is much faster than most Parties.

Ω The Omega Symbol represents an NPCM's **Total Skill** for each of their six **Base Skills**. The example above indicates a 15 Omega (**Total Skill** of 15) and how many dice to roll (6d10) when attempting Skill Checks. All **Skill Check Dice Rules** apply, so this is 1 Success for the increment of "10" and a remainder of 5, which becomes the **Target Number**. "1s" may be re-rolled, with the same target number for a chance at an extra success. A "10" negates all successes produced by that die.

40 This is the NPCM's maximum Health. Like Characters, all forms of damage hurt NPCMs and stack. Damage from Radiation hexes on the map does not deal damage to NPCMs. Damage chips are assigned to an NPCM by placing them onto their card. An NPCM is killed and discarded when the damage chips on the card total the maximum Health displayed.

Non-Player Character Mercenary (NPCM) Hit Men Cards

THE POPE
Hire during the Hire Sub-Phase. Choose one:
- He attacks a target Party in Solo PVP Combat. The Defender uses Melee Weapons Only. If the target is killed, discard their equipment.
- He joins your Party as a Character filling an empty Character Crown. He can only be used for Combat Skill Checks and cannot be equipped with Spoils or Actions cards. If unequipped from your Party, discard him.
His First Strike ability deals 1d6 Damage.
11
5
15
7

Since the dawn of time assassins have been hired to kill and eliminate rivals.

During the **Hire Sub-Phase**, the player may pay the bank to hire a hit man NPCM to immediately engage a party Character in PVP. Alternately, they may be hired to join your party to fill an empty Character Crown or replace another Character. This NPCM will only perform Combat Skill Checks. They may not be equipped or have Action cards attached to them. Discard this NPCM when it leaves the party for any reason, including being replaced, stolen, canceled, or killed.

Example 1

The Pope is hired to attack another character in PVP. At the end of PVP discard The Pope.

Example 2

The Pope is hired to fill an empty Character Crown. An opposing player plays the action card Love Affair in an attempt to confiscate The Pope and put him in their Town Roster. Once The Pope is unequipped from your Party it is placed into the Action Discard pile instead.

MAP AND PARTY MOVEMENT

The map is the central hub of game play and binds the other elements together. There are three main features displayed on the map, and nine inside the map key. Each is examined in detail below.

MAP AND KEY DIAGRAM

Prestige Victory Track: Located on the left side of the map, this Victory Track has orange and black numbers. **Prestige** is one of the two **Victory Conditions** in Fallen Land. It represents a player's leadership abilities and reputation among the citizens of their town and the other Factions. Each player begins the game with one of their **Faction chips** on the *Begin* "0" spot. Players will adjust their Prestige by moving their Faction chip up and down along this track throughout the game. *Review the How to Win Section on pg 5.*

Town Health Victory Track: Located at the bottom of the map, this Victory Track continues up the right side and across the top of the board. Its numbers are green and black, and each increment of 10 is marked in yellow. **Town Health** is one of the two **Victory Conditions** in Fallen Land. It represents the size of each player's town, the number of their citizens, and the prosperity of their Faction. Each player begins the game with one of their **Faction chips** on the *Begin* "30" spot. During game play, players will adjust their Town Health by moving their Faction chip up and down along this track. *Review the How to Win Section on pg 5.*

Symbols Chart: All Faction symbols are displayed here with their number. Each matches a Town Play Mat. The numbers are used to determine a random Faction with a d12 die, or when directed by a card.

MAP KEY

Starting Town Locations

Movement Cost: 1

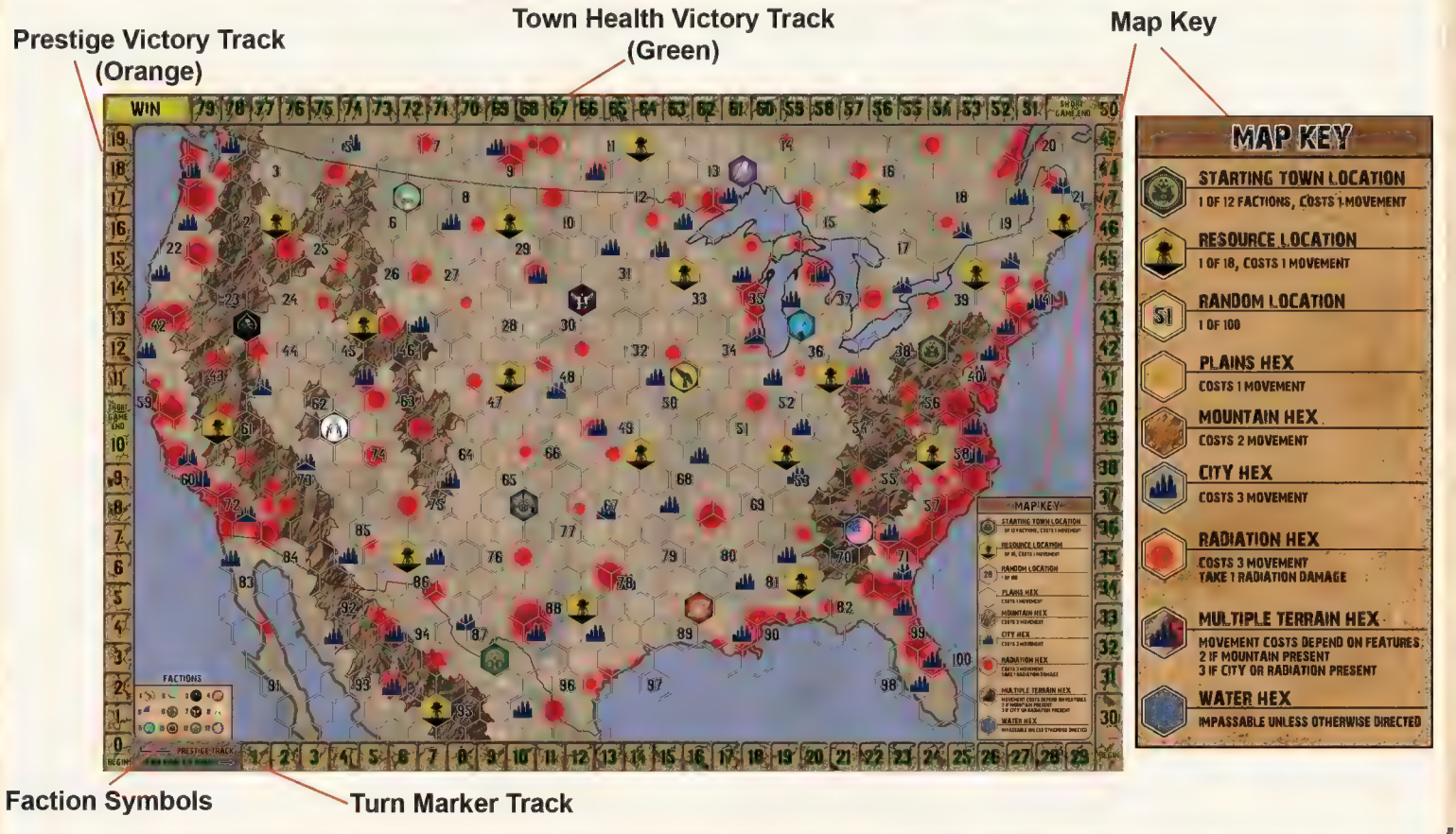
There are 12 unique hexes displaying Faction symbols. These mark a town's location on the map and correspond to a Town Play Mat. Each player places a **Faction chip** on their Starting Town Location during game setup. **Neutral Factions** remain bare. A player's **Town Defense chips** are placed under their Faction chip. A player's Party and hired NPCMs enter game play on their Faction's hex. A player may only access cards in their **Town Roster** or **Auction House** by passing through or stopping on their Faction's Starting Town Location. These hexes also grant a Healing bonus (*review pg 14*).

Resource Locations:

Movement Cost: 1

There are eighteen of these hexes on the map. They represent important assets for Factions to capture such as fresh water, fertile farm land, oil derricks, mineral deposits, etc. *Resources are covered on pg 31.*

MAP AND KEY DIAGRAM



Random Locations: There are 100 numbered hexes (1-100) on the map. A Random Location number is determined by rolling 2d10. If the hex contains another chip of the same type, it is re-rolled. The most common use for these Random Locations is to place Mission Location chips. Some Encounter and Mission cards force a Party to move to a random or specific location. In other instances, a **World Card** and/or **Point of Interest chip** are placed in these hexes.

Example roll a Random Location

Roll 2d10 with two different colored dice and declare the color for the first number. If a red and a black die are used, a player calls "Red high." If the red rolls a "0" and the black a "9," the Random Location number is 9. If the red die rolled a "7" and the black a "3", then the location is 73.

Plains Hexes:

Movement Cost: 1

These hexes represent sandy desert wasteland. A Party ending their movement in a Plains hex can draw a Plains Encounter card if they perform the **Encounter Deed**.

Mountain Hexes:

Movement Cost: 2

These hexes represent rocky terrain with hazardous roads. A Party that ends their movement in a Mountain hex can draw a Mountain Encounter card if they perform the **Encounter Deed**.

City Hexes:

Movement Cost: 3

These are the ruins of huge pre-war cities. A Party that ends their movement in a City/Rad hex can draw a City/Rad Encounter card if they perform the **Encounter Deed**. If a Party ends their movement in a City hex and draws a City/Rad Encounter, they receive a free Spoils or Action card. Spoils cards may be equipped immediately.

Radiation Hex:

Movement Cost: 3

These are the irradiated and biological wastelands caused by the Great War. A Party that ends their movement in a Rad hex sustains **1 Radiation Damage per Character**. If a Party ends their movement in a Rad hex and draws a City/Rad Encounter, they receive a free Spoils or Action card. Spoils cards may be equipped.

Multiple Terrain Hexes: These hexes contain more than one terrain feature. The cost to pass through these hexes defaults to the highest Movement cost. A Party that ends their movement in a multiple terrain hex chooses which Encounter deck to draw from, according to the available terrain. Unfortunately, a hex displaying radiation will also cause 1 Radiation Damage to each Party Character when ending movement there.

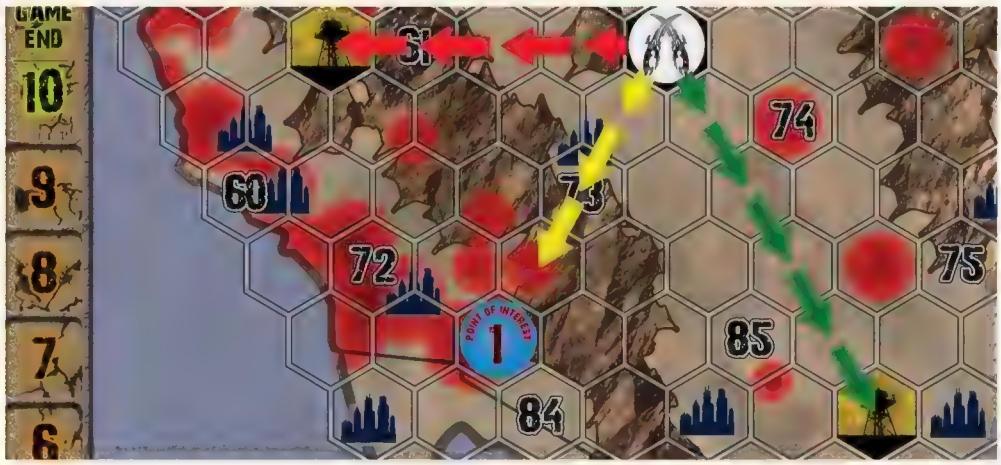
Water Hexes and Water Terrain: These hexes are impassable, unless a Party is forced to move onto one by rolling a **Random Location number**, the Party is directed by a card, the hex contains a **Point of Interest chip**, or the Sons of Neptune's Perk is utilized.

PARTY MOVEMENT

Players move their Party by selecting the **Movement Deed** during their **Party Exploits Phase**. A Party's Movement is determined by rolling a 1d6 and adding the number marked on the **Movement Bonus Track** on their Town Play Mat. Players do not have to spend their full Movement, but all remaining movement is forfeit.

All terrain has a **Movement Cost** to pass through: Plains, Resources, and Starting Town Location hexes cost 1 Movement, Mountain hexes cost 2 and City and Radiation hexes cost 3. However, a Party with 1 movement remaining can move into any hex, no matter what the cost, excluding water hexes. Hexes with a Destroyed chip retain their terrain type and movement cost.

MOVEMENT DIAGRAM



This diagram has three different movement examples. Each one uses a different colored arrow.

Movement Example 1 (Red)

*This Party begins in their Starting Town Location. The player selects the **Movement Deed** and rolls 1d6 for their Party's movement. A "4" is rolled and he adds the number marked on his **Movement Bonus Track**, a 4. He has a total of 8 movement to spend. Each Mountain hex costs 2 movement to pass through. The Party spends 2 for the first hex, 2 for the second, 2 for the third and 1 final movement to reach the Resource Location hex. Players do not have to spend their full movement.*

Movement Example 2 (Yellow)

*The Party has 7 movement. They head southwest, toward the **Point of Interest chip (POI)**. Multiple Terrain hexes default to the highest movement cost of any terrain displayed--in this case, a City. The first and second hexes each cost 3 to pass through (6 total). The player moves into the third hex for 1 movement, because a Party with 1 movement remaining can move into any hex.*

Movement Example 3 (Green)

The Party has 5 movement and heads southeast to the Resource Location. Plains hexes each cost 1 to pass through and he spends his full movement to reach that hex.

RESOURCES

These hexes represent fresh water, fertile farmland, oil, and minerals deposits. There are eighteen **Resource Locations** on the map. All Resources are **Neutral Resources** to begin the game. Each Faction may own up to five. Once captured by a player, they produce Town Health and Salvage Coins each Turn for their Faction.

Capturing a Resource grants **1 Prestige**. The player marks that location with their **Faction chip** and adjusts their **Resource Marker Track** up on their Town Play Mat. The more Resources a player owns, the more Town Health and Salvage Coins they receive each Turn during the **Resource Production Sub-Phase**.

Resource Production

Owned Resources	Town Health	Salvage Coins
1	+1	+1
2	+2	+4
3	+3	+9
4	+4	+16
5	+5	+25

Losing a Resource always causes its owner to lose 1 Prestige. They must remove their **Faction chip** and adjust their **Resource Marker Track** down. That Resource no longer produces Town Health or Salvage Coins for that player.

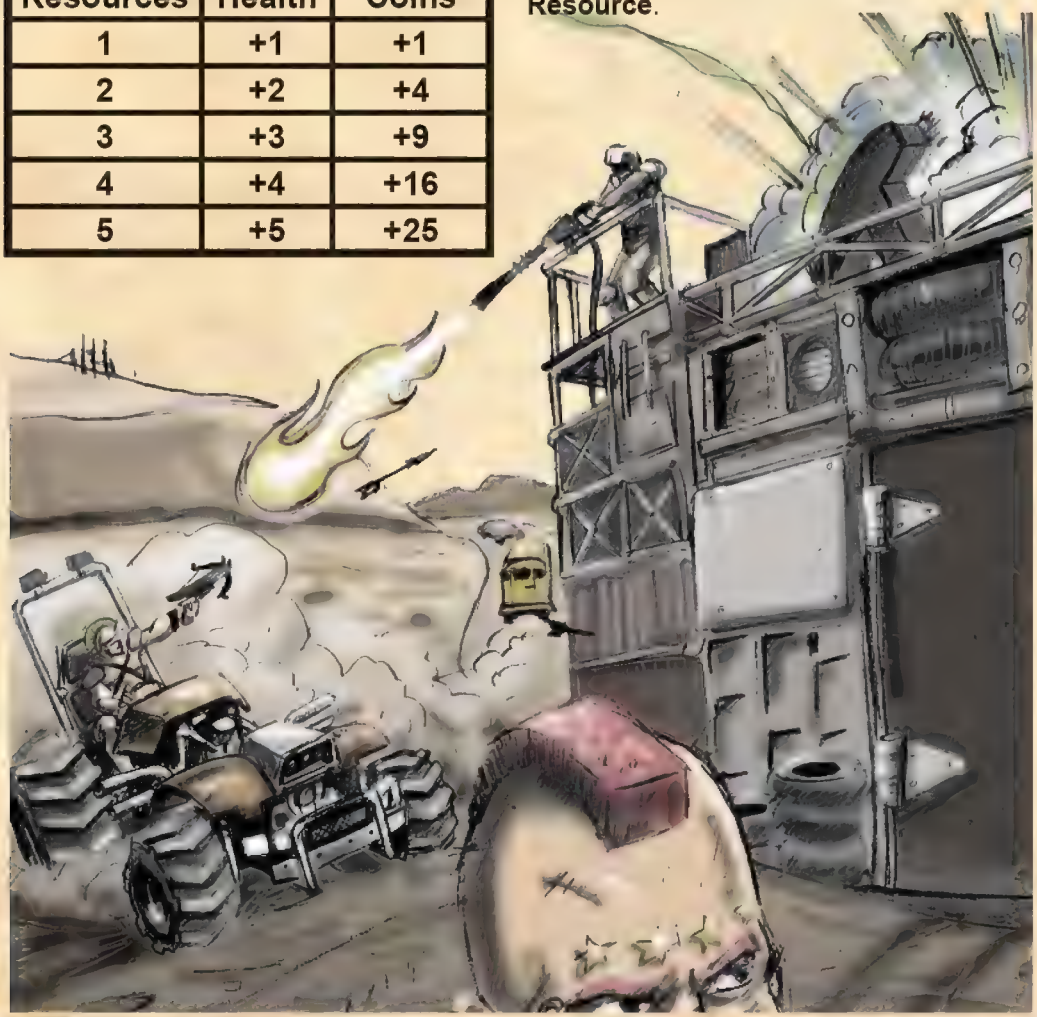
CAPTURING RESOURCES

To capture a Resource, a player moves their Party onto that hex and selects the **Resource Deed** which costs two weeks.

If Capturing a Resource puts your Faction beyond its max number of Owned Resources, then revert one of your other Resources to Neutral Status.

CAPTURING NEUTRAL RESOURCES

Resources that are not owned by a player are **Neutral Resources**. The player performing the Resource Deed draws from an Encounter deck of their choice. The Encounter card must be successfully completed to capture that Resource. It then becomes an **Owned Resource**. If the card drawn has no Skill Checks, the Resource is automatically captured. However, if any portion of the Encounter card is failed, the Resource is not captured and it remains a **Neutral Resource**.



CAPTURING OWNED RESOURCES

Owned Resources belonging to a player are marked by their Faction chip. Capturing an Owned Resource is automatic; no Encounter card is drawn.

If the owner of the Resource possesses **Town Defense chips** (TDCs), then each TDC causes 1 point of Physical Damage to each of the Party Characters capturing that resource. This Damage ignores **Armor** and at least one Party Character must survive to claim the Resource.

Example

A player with three TDCs deals three points of Physical Damage to each of their opponent's Characters when claiming their Resource.

DESTROYING RESOURCES

When performing the **Resource Deed**, a Party occupying a Resource hex may choose to destroy it instead of capturing it by announcing their intent. First, Town Defense chips deal their damage and at least one Party Character must survive to destroy the Resource. The owner's Faction chip is replaced with a **Destroyed chip**. That Resource cannot be captured or produce for the rest of the game.

The owner of the Resource loses 1 Prestige for having it Destroyed, in addition to losing the standard 1 Prestige for the Owned Resource.

The player destroying the Resource loses 2 Prestige for depriving everyone of that asset.

DOUBLE RESOURCE

Some cards can create Resources. If this occurs on a Resource hex it creates a **Double Resource**. When Captured, a second **Faction Chip** is placed on the hex and counts as two Resources and grants 2 Prestige. Its owner's **Town Defense chips** deals damage normally. They do not deal damage twice.

When a **Double Resource** is destroyed, both Resources are destroyed. The owner loses 2 Prestige and the player destroying it loses 4 Prestige.

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First Player Sheet

A Game Turn represents one month and is divided into **Phases** and **Sub-Phases**. The First Player is the Chairperson of the Council of Towns. They announce the opening of each Phase and go first, acting on or passing on each Sub-Phase, followed clockwise by the other players. A Phase is over when all players have had the opportunity to act or pass on each Sub-Phase. Check Victory Conditions before starting the next Phase (20 Prestige or 80 Town Health).

I. Effects Phase

A. Resolve:

In the following order: World Encounter and other card effects. Apply one Infected Wounds Damage chip to each character with an Infected Wounds chip. Discard Characters who have 3 Psychological Damage.

II. Town Business Phase

A. Deal:

Each player receives 1 Action card. If applicable, deal extra Action and/or Spoils cards received from Town Technologies.

Descendants: If the Town Events deck is utilized, deal a Town Events Card to each player.

B. Resource Production:

Receive all Town Health and Salvage Coins from Resources.

C. Financial Phase:

1. Auction House:

This occurs simultaneously between all players.

Open bartering on Spoils cards located in all Auction Houses.

2. Sell and Purchase:

All transactions are with the bank.

Sell:

- **Spoils** and **Action** cards: Purchase Value
- **Town Technologies:** 25 Salvage Coins
- **Town Defense chips:** 10 Salvage Coins

Purchase:

- Players may buy one **Tier 1 Town Technology** or upgrade an existing Tier 1 to a Tier 2.
- Players may buy one **Town Defense chip**.

3. Hire:

Pay for Non-Player Character Mercenaries (NPCMs) and declare their listed assignment to all players.

Purchasing Town Defense Chips

Chips	Salvage Coins
1st	10
2nd	15
3rd	20
4th	25
5th	30

III. Exploits Phase

A. NPCM:

Move Non-Player Character Mercenaries according to player order and resolve their assignments or have them wait for a Party to join them.

IV. Party Exploits Phase

Each Player has **four Weeks** to spend on the following Deeds.

~ Movement Deed: 1 Week

Roll 1d6 adding all **Movement Bonuses**. Move your Party accounting for the terrain **Movement Cost**.

When a Party ends their movement, the next Deed performed must be an **Encounter**, **PVP**, **Resource**, or **Mission**, even if the next Deed is the following month. The only exception is a Party ending their movement on a **Starting Town Location**.

~ Encounter Deed: 1 Week

Draw an **Encounter card** from the appropriate deck or activate a **Point of Interest**.

If your Party is on a **City/Rad hex** and draws **City/Rad Encounter**, draw a **Spoil** or **Action Card** before attempting it. **Spoils card**s may be equipped immediately.

~ PVP Deed: 1 Week

Attack another Party or NPCM in your hex. Defending Party receives a 1 Week Penalty Chip.

~ Resource Deed: 2 Weeks

The Party must occupy a Resource hex to claim or destroy it.

Neutral: Draw from any Encounter deck and successfully complete it to claim the Resource. World cards and Encounters with no Skill Checks are claimed automatically.

Owned: For each **Town Defense Chip** the Owner has, each Party Character takes a point of damage, which ignores **Armor**.

Claiming a Resource grants **1 Prestige**. Losing a Resources loses **1 Prestige**.

~ Healing Deed: 2 Weeks

Perform a **Party Medical Skill Check** and remove 1d6 Physical damage for each Success. If the Party is healing in a Starting Town Location, they may remove an additional point of damage per Character and heal **Radiation** and **Infected Wounds** damage.
Neutral Town: Pay 5 Salvage Coins to perform this Deed.
Player Town: Owner must consent and sets their price.

~ Mission Deed: 3 Weeks

The Party must occupy a hex with a Mission chip to draw a Mission card. After completing a Mission, roll 2d10 to place the Mission chip on a new hex.

V. End Turn Phase

A. Town Events Chart or Town Events cards:

Each player rolls 1d10 and consults the Town Events Chart. If the Town Events deck is being utilized, then players resolve their Town Event card instead. Some have their own Town Events Chart roll.

B. Adjust the Turn Marker Chip:

Move the Turn Marker 1 space to the right.

C. Pass First Player Sheet:

The player on the left becomes the new First Player.

Town Events Chart

Roll	Town Effect
1	Gain 2 Prestige, 4 Town Health, and 1 card (Action, Spoils, or Character)
2	Gain 1 Prestige and 2 Town Health
3	Gain 1 Town Health
4 - 7	No effect
8	Lose 1 Town Health
9	Lose 1 Prestige and 2 Town Health
10	Lose one of your owned Resources. All penalties apply.

THE ORDER OF PLAY

The First Player uses the **First Player Sheet** as a tool to organize and progress the Order of Play. A PDF version is also available on our website.

Game play is divided into three parts: **Turns**, **Phases,** and **Sub-Phases**. A Turn represents one month of game time and is comprised of Phases and Sub-Phases. Phases are the major parts of a Turn organized into Sub-Phases. Sub-Phases force players to act or present them with choices.

The **Order of Play** is directed by the **First Player** each Turn, who announces the opening and close of each Phase and Sub-phase. The First Player then resolves each Sub-Phase first, followed clockwise by the other players, one at a time, before proceeding. Players do not take their Turns all at once. Proceeding in an orderly fashion keeps the game on track. A Turn is over when all players have had the opportunity to act or pass on each Sub-Phase.

The First Player is also the Chairman of the Council of Towns. They review the rules during player disputes. If a rule or situation is not covered, the First Player calls a vote and impartially breaks ties, by making the final call and deciding how to proceed.

CREATORS NOTE

The First Player is responsible for maintaining order and keeping the game on track.

EFFECTS PHASE I

This is the first Phase in the Order Of Play. This is when Events, card effects, and damage from previous Turns take effect.

A EFFECTS

Effects happen in this order: World Encounter and other card effects. Apply one Infected Wounds Damage chip to each character with an Infected Wounds chip. Discard Characters who have 3 Psychological Damage.

Example 1

The World Encounter Card Bad Betty's Carnival of Horror reads "During each Effects Phase, the carnival moves 3 hexes towards the nearest coast, where it disappears." This continues each Turn until the card is successfully completed or its chip reaches a coastal hex.

Example 2

Player one's Party sustained a heavy beat-down last Turn by failing an Encounter card. Character Crowns 1-4 have Infected Wounds Damage. During the Effects Phase, each of these Characters must add 1 additional point of Infected Wounds Damage. Meanwhile, Character Crown 5 has sustained 3 Psychological Damage and is discarded with their equipment.

TOWN BUSINESS PHASE II

The second Phase focuses on the decisions players make as the leader of their Faction and town. Players are dealt cards, collect income from owned Resources, barter with other players, roll for random events, sell assets, upgrade their town, and hire mercenaries.

A DEAL

Each player receives 1 Action card. If applicable, deal extra Action and/or Spoils cards received from Town Technologies.
If the Town Events deck from the Descendants expansion is being utilized, deal a Town Events Card to each player.

Example

The First Player deals one Action card to each player. Player three owns a Tier 1 Law and Order Town Technology (TT), so she receives another Action card. Player four owns a Tier 2 Market Place TT, so he receives two Spoils cards, which must be placed into his Auction House.

B RESOURCE PRODUCTION

Receive all Town Health and Salvage Coins from Resources.

This Sub-Phase is when Players receive income from the Resources they own. Players mark the number of Resources they own on the **Resource Marker Track** on their Town Play Mat. *Review the Resource Production chart on pg 31.*

Example

The First Player owns 3 Resources and goes first. She receives 3 Town Health and 9 Salvage Coins from the Bank. Player two has no Resources and receives nothing. Player three has the maximum of 5 Resources and receives 5 Town Health and 25 Salvage Coins. Player four has 2 Resources and receives 2 Town Health and 4 Salvage Coins. The First player then announces the end of this Sub-Phase.

C Financial Phase

1. Auction House

This occurs simultaneously between all players.
Begin open bartering on Spoils cards located in all Auction Houses.

Players go simultaneously, making this the only exception to the rule of moving clockwise from the First Player during Phases and Sub-Phases. *Review the Auction House rules on pg 8.*

Example

The First Player announces the opening of the Auction House Sub-Phase. Many cards are available, but player two has the Police Interceptor Vehicle, valued at 19 Salvage Coins. Players three and four both want it. Player three makes an offer of 19. Player four offers 20. The bidding continues, until player three's final bid of 24 and player four's bid of 25. Player two sells his vehicle to player three for less, because player four has been a jerk all game.

2. Sell and Purchase

All transactions are with the bank.

Sell:

• **Spoils** and **Action** cards:	Value
• **Town Technologies:**	25 SCs
• **Town Defense chips:**	10 SCs

Cards are sold for face value, Town Defense Chips sell for 10 Salvage Coins (SCs) and Town Technologies (TTs) sell for 25, including Tier 2s. A Tier 2 TT that is sold is downgraded to a Tier 1. Starting TTs and Town Defense Chips from Perks cannot be sold.

Example

Player two sells a card valued at 3 Salvage Coins, a Town Defense chip worth 10 and a Town Technology worth 25 (subtracting 1 Prestige and 5 Town Health). She then receives her payout of 38 Salvage Coins from the Bank.

Purchase:

- Players may buy one **Tier 1 Town Technology** or upgrade an existing one to Tier 2.
- Players may buy one **Town Defense chip**.

This is when players may upgrade their town. Only one Town Defense Chip and one Town Technology may be purchased per player each Turn. Salvage Coins, Spoils and Action cards may all be traded to the Bank for these purchases. *Review Town Technologies on pg 9. Review Town Defense chips on pg 8.*

Example

The First Player announces the opening of the Purchase Sub-Phase. She buys a Tier 1 Medical Center Town Technology (TT) for 30. She pays the Bank 20 Salvage coins, a Spoils card and an Action card each valued at 5. After attaching her new TT she gains 1 Prestige and 5 Town Health. Next, she purchases her first Town Defense Chip for 10 and pays for it with an Action card. She places its chip under her Faction Marker on her Starting Town Location. Moving on, player two pays Salvage Coins to upgrade his Tier 1 Garrison TT to a Tier 2, but does not receive Prestige or Town Health for that upgrade. Play continues clockwise.

3. Hire

Pay for Non-Player Character Mercenaries (NPCMs) and declare their listed assignment to all players.

Players may hire NPCM Action card(s). After the Bank is paid, the player selects their assignment from those listed on the card. The NPCM will move and attempt to complete their assignment during the upcoming **Party Exploits Phase**, which may take several Turns. *Review NPCMs on pg 28.*

Example

Player three has the Dark Tide NPCM Action card. He pays the Bank their hiring cost of 8 Salvage Coins (shown in red) and announces they are going to claim a Resource. Putting the NPCM card face up on the table, he places their chip in his town. They will move this Turn, during the upcoming Party Exploits Phase.

Party Exploits Phase III

The third Phase in the Order of Play is the **Party Exploits Phase**. First, NPCMs move and attempt to perform their assignments. Second, each Party receives four weeks to spend performing **Deeds**. Players with **Week Penalty chip(s)** have fewer weeks to spend.

A NPCMs

Move Non-Player Character Mercenaries according to player order and resolve their assignments or have them wait for a Party to join them.

NPCM cards list their stats. A chip represents them on the map. The NPCM will always move and/or attempt to complete their assignment. *Review NPCMs on pg 28.*

B PARTY EXPLOITS

Each player has four weeks to spend assigning their Party the following Deeds.

The longest Phase in the Order of Play is the **Party Exploits Phase**. Players select which **Deeds** for their party to perform. Each Deed is listed on the First Player Sheet in green with their cost in weeks.

Players must spend all available weeks each Turn. To perform a Deed, a Party must have at least 1 week remaining. When a Party has 1 week remaining they may perform any Deed. However, a player overspending their 4 weeks is assigned a **Week Penalty chip**, based on the number of weeks they overspent.

Week Penalty Chips and Delays

Players are assigned a **Week Penalty chip** (either 1 or 2 weeks) when they overspend weeks during their **Party Exploits Phase**. At the first available opportunity, this **Party Exploits Phase** or the next, that player must subtract the penalty from their total weeks to discard the Week Penalty chip.

Delays are caused by some cards. When a Party is **Delayed**, they are assigned a Week Penalty chip (either 1 or 2 weeks). This affects the number of weeks a player has to spend on **Deeds** during their **Party Exploits Phase**.

Example

Player two has 1 week left to spend. He performs the Mission Deed, which costs 3 weeks and takes a 2 Week Penalty chip. Next Turn, he will only have 2 weeks to spend instead of his normal 4 weeks.

MOVEMENT DEED

~ Costs 1 week ~

Roll 1d6 adding all **Movement Bonuses**. Move your Party accounting for the terrain **Movement Cost**.

When a Party ends their movement, the next Deed performed must be an **Encounter**, **PVP**, or **Mission**, even if the next Deed is following month. The only exception is a Party ending their movement on a **Starting Town Location**.

A Party does not have to spend their full movement, but any unspent movement is forfeit. Multiple terrain hexes cost the maximum value of the Terrain displayed in that hex. A Party with 1 Movement remaining may move into any hex, regardless of its terrain cost. The Healing Deed may not be substituted for drawing an Encounter card after moving. *Review Movement on pg 30.*

Example

Player four performs the Movement Deed for his first week. Rolling a "1" on 1d6 for his Party's movement, then he adds 2 movement from his Bonus Movement Track on his Town Play Mat, making his total movement 3. His Party travels through a Mountain hex first, which costs 2 movement to pass through. The next hex is a Rad hex, a cost of 3. His Party can move into that hex by spending their last point. Since his Party ended its movement in a Rad hex his Party Characters each sustain 1 Radiation Damage. He then wants to select the Movement Deed again, but the First Player reminds him that he must perform the Encounter, Mission, Resource, or PVP Deed before moving again.

ENCOUNTER DEED

~ Costs 1 week ~

Draw an **Encounter card** from the appropriate deck or activate a **Point of Interest**.

If your Party is on a **City/Rad hex** and draws a **City/Rad Encounter** card, draw a **Spoils** or **Action Card** before attempting it. This **Spoils card** may be equipped immediately.

There are three different Encounter Decks: Plains, Mountains, and City/Radiation. Each card is a story drawn by a player's Party as they travel around the map. Most cards present a unique challenge, often in the form of Skill Checks. *Review Encounter cards on pg 23. Review Skill Checks on pg 17.*

Example

Player three performs the Encounter Deed, which costs 1 week. His Party is on a multi-terrain hex displaying Plains, a City and Radiation. Take note: The movement defaulted to a Radiation hex, because it is the highest cost. This also means his Characters each sustain 1 point of Radiation Damage. However, he does have a choice of drawing a Plains or City/Rad Encounter card. He wants a challenge and the free card, so he draws a City/Rad Encounter. He then selects a Spoils for his free card and equips it before drawing the City/Rad Encounter. He gains its Scavenged Salvage Coins and reads the card, before attempting the Skill Checks.

PVP COMBAT DEED

~ Costs 1 week ~

Attack another Party or NPCM in your hex. Defending Party receives a 1 Week Penalty Chip.

Standard Player versus Player (PVP) combat is covered in the upcoming PVP section on *pg 39.*

RESOURCE DEED

~ Costs 2 weeks ~

The Party must occupy a Resource hex to claim or destroy it.

Neutral: Draw from any Encounter deck and Successfully complete it to claim the Resource. World Cards or Encounters with no Skill Checks are claimed automatically.

Owned: For each **Town Defense Chip** the Owner has, each Party Character takes 1 point of damage, which ignores **Armor**.

Claiming a Resource grants you **1 Prestige**. Losing a Resource costs you **1 Prestige**.

To **capture** a **Neutral Resource,** a Party must draw an Encounter card and successfully complete it. To capture an **Owned Resource**, the player's Party must survive the damage caused by the owner's **Town Defense Chips** (TDCs). Players mark captured Resources with one of their Faction chips.

Attempting to **Destroy** a Resource causes that player to lose 2 Prestige. Their Party must survive the damage from the owner's **Town Defense Chips** to place a **Destroyed chip** there. Then its owner loses 1 Prestige and that Resource can no longer be owned. *Review Resources on pg 31.*

Neutral Resource Example

Player three's Party is on an Unowned Resource and performs the Resource Deed, which costs two weeks. Before she can claim it, she must draw and successfully complete an Encounter card from any deck. She chooses a Plains Encounter, reads it, and successfully performs its Skill Checks. After gaining the card's rewards, she claims that Resource by placing her Faction chip on the hex. She then gains 1 Prestige and adjusts her Resource Marker Track.

Owned Resource Example

Player three moves her Party onto player two's Resource to claim it. Because player two possesses 4 Town Defense chips, she must assign 4 Physical Damage, which ignores Armor, to each of her Characters. They survive, so she removes player two's Faction chip from the Resource Location and replaces it with her own. She then gains 1 Prestige, while player two loses 1 Prestige.

HEALING DEED

~ Costs 2 weeks ~

Perform a **Party Medical Skill Check** and remove 1d6 damage for each Success. If the Party is in a Starting Town Location, remove an additional point of damage per Character. **Radiation** and **Infected Wounds** damage can only be healed in a Starting Town Location.

Neutral Town: Pay 5 Salvage Coins to perform this Deed.

Player Town: Owner must consent and sets their price.

Characters and Parties will sustain damage during game play. Parties may Heal in the field, their Faction's Town, or another Starting Town Location. If you perform the Healing Deed in another player's Town and that Faction owns a Medical Center TT, you do not gain their Healing bonus. *Please review Healing on pg 14.*

Example

Player three's Party is almost dead, so she performs the Healing Deed, which costs 2 weeks. Rolling 6d10 (because she has a Vehicle), she achieves 4 Medical Successes. After adding the free Success from her Tier 1 Medical Center Town Technology, she now has a total of 5 Successes. Next, she rolls 5d6 (1d6 for each Success). The sum of the dice is 22, so she removes 22 damage from her Characters.

MISSION DEED

~ Costs 3 weeks ~

The Party must occupy a hex with a Mission chip to draw a Mission card. After completing a Mission, roll 2d10 to place the Mission chip on a new hex.

Missions are performed like Encounter Cards, but contain an Optional Skill Check (OSC). Both the main story and the OSC have a Success and Failure portion on the card, with different endings, rewards, and penalties. There are always seven Missions available to players at random locations on the map. When a Mission is drawn, a new Mission location is determined by rolling 2d10. *Review Missions on pg 26.*

Example

Player two's Party is in a Mission hex and performs the Mission Deed, which costs 3 weeks. He draws a Mission card, follows its directions, and collects its Scavenged Salvage Coins before attempting its Skill Checks. After successfully completing the Skill Checks, player two reads the success portion and collects its reward. Deciding to attempt the Optional Skill Check (OSC), he rolls, succeeds, and collects the OSC reward too. The Mission card is now discarded and a new Mission location is determined and placed by rolling 2d10 (01-100).

END TURN PHASE IV

This is the last Phase in the Order Of Play. It has three brief Sub-Phases that complete the Turn.

A TOWN EVENTS

Each player rolls a 1d10 and consults the Town Events Chart. If the Town Events deck is being utilized, then players resolve their Town Event card instead. Some have their own Town Events Chart roll.

Town Events Chart
(Roll 1d10)

- **1)** Gain 2 Prestige, 4 Town Health, and an Action, Spoils, or Character card.
- **2)** Gain 1 Prestige and 2 Town Health.
- **3)** Gain 1 Town Health.
- **4-7)** No effect.
- **8)** Lose 1 Town Health.
- **9)** Lose 1 Prestige and 2 Town Health.
- **10)** Choose a Resource you own. It reverts to Neutral. All penalties apply.

This Sub-Phase simulates the result of a player's leadership over the last month among their citizens and the other Factions. Did their leadership, policies, and agenda resonate with the citizens of their Faction (bonus or loss of Prestige)? Was the month uneventful (no effect)? Or did refugees arrive or leave a Faction (bonus or loss of Town Health)?

Example

The First Player announces the opening of the Town Events Sub-Phase and rolls her 1d10 first. She rolls a "5," and consults the Town Events Chart, "No effect." Continuing clockwise, the next player rolls a 1d10 and gets a "2." She receives 1 Prestige and 2 Town Health and adjusts her Faction chips up on the Victory Tracks. This then continues clockwise to the next player.

B ADJUST THE TURN MARKER

Move the Turn Marker 1 space right.

The Turn Marker chip progresses along the **Town Health Victory Track**. Some Encounters and Missions are time sensitive and must be completed in a specified number of Turns. These are marked with a **Point of Interest chip** and are discarded at the end of their designated Turn during this Sub-Phase.

C PASS FIRST PLAYER SHEET

The player to your left becomes the new First Player and the Chairman of the Council.

Once the First Player Sheet has been passed, the Turn is officially over.

PLAYER VS PLAYER PVP

Player versus Player (PVP) is a **Deed** performed during the **Party Exploits Phase** that costs 1 week. **Standard PVP** is its most common form. For PVP to occur the player must have 1 Week to spend on the **PVP Deed**. The attacker's Party must be in the same hex as the defender. Standard PVP can occur between two Parties or a **Non-Player Character Mercenary** (NPCM) vs. a Party.

Solo PVP is not a Deed. It only occurs when an Action, Encounter or Mission card directs players to perform it. The card's directions determine who is involved and when it happens. Solo PVP can occur between two Characters or an NPCM vs. a single Character. Flight is not allowed during Solo PVP.

The **Attacker** in PVP is always the player's Party, Character or NPCM that initiates the combat. Two Parties or NPCMs cannot attack simultaneously. The **Defender** is always the player's Party, Character or NPCM that is being attacked. Two Parties or NPCMs cannot defend simultaneously. Once PVP has been declared, equipment and Party order cannot be reassigned.

PVP Order of Play

1.) **Select the PVP Deed.**
2.) **Initiate First Strike.**
3.) **Declare Fight or Flight.**
4.) **Roll Combat Skill Checks and assign damage.** *A Round of PVP Combat is over each time Step 4 is completed.*
5.) **Repeat Steps 3 and 4 until a victor emerges.**

1 SELECT THE PVP DEED

Move on to step 2 if this is Solo PVP.

The **PVP Deed** occurs during the **Party Exploits Phase** and costs the Attacking Party 1 week. If the Defender is a Party, they are **Delayed** and receive a 1 Week Penalty chip.

2 INITIATE FIRST STRIKE

Move to Step 3 if the attacking Character(s) or NPCM does not have the First Strike Ability.

First Strike is a surprise attack that only occurs once, before combat begins. This attack occurs first, before any other exchange, although an Action Card or Character Ability may alter/cancel First Strike. All attacking Characters with First Strike may participate, beginning with Character Crown 1 (CC1). Some Non-Player Character Mercenaries (NPCMs) have the First Strike ability listed on their card.

To perform First Strike, each of the Attacker's eligible Characters rolls a Combat Skill Check. Each Success grants 1d6 Physical Damage and ignores **Armor**. *For example, 3 Successes equates to 3d6 Damage, which is then assigned by the Defender.* NPCMs perform First Strike differently. They deal the d6 damage displayed on their card instead of rolling a Combat Skill Check.

3 DECLARE FIGHT OR FLIGHT

Move to Step 4 if this is Solo PVP.

Each player chooses Fight or Flight. When both players are ready, the Attacker must declare Fight or Flight first. An NPCM cannot choose Flight.

Both players choose Fight:
Move to Step 4.

Both players choose Flight:
No rolls are made and the Defender is moved 1 hex away, in the direction of their choice. Neither player loses Prestige.

One player chooses Flight:
Both players roll 1d6, adding their total movement bonus. Action cards may be used to modify this total. The three possible outcomes are below.

Player Choosing Flight Wins:
The PVP is over. The escaping Party moves 1 hex away for each point greater than the Attacker's number. *For example, a "5" is rolled by the Attacker, who has +2 on their Movement Bonus Track (MBT). This brings their grand total to "7." The Defender rolls a "6" and has a +5 on their MBT, which gives them a total of "11." The Defender escapes, moving their Party 4 hexes away in the direction of their choice. This PVP is over.*

Player Choosing Fight Wins
The Party deals 1d6 Physical Damage for each point above the Defender's total before continuing on to Step 4. *For example, if the Attacker has a total of "8" and the Defender has a total of "6," the Attacker deals 2d6 Damage, before both players continue on to Step 4.*

A Tie (During Flight)
Each player rolls an additional 1d6, adding it to their previous total, until one player wins.

4 ROLL COMBAT SKILL CHECKS

Both players roll a standard **Party Combat Skill Check**. Both players calculate their total number of Combat Successes. Each player sets aside the Spoils cards from their dead Characters until the end of the PVP.

The Winner of the Round
The player with the greater number of Combat Successes wins the Round of PVP. The winner deals 1d6 Physical Damage for each Success greater than their opponent.

The Loser of the Round
The player with the lower number of Combat Successes loses the Round of PVP. They must assign the damage rolled by the winner to their Characters (or NPCM) after subtracting their Armor.

A Tie
If both players roll an equal number of Successes during their Combat Skill Check, it results in a tie. Both players assign 1 point of damage to each of their participating Characters, ignoring **Armor**. An **NPCM** involved in a tie takes 5 Damage.

Continue to Step 5.

5 REPEAT STEPS 3 AND 4

Repeat until one side wins or successfully escapes using Flight.

PVP Outcomes

Character and Party death is a common occurrence during Player versus Player (PVP) combat. The PVP is over when one Party eliminates the other Party or Non-Player Character Mercenary (NPCM) or when one Party succeeds at Flight. In the rare event that both sides are completely eliminated, each player loses 2 Prestige and all Characters and equipment are discarded.

The Victor

The Victor keeps the Spoils cards that were set aside from their own dead Characters if they have the **Carrying Capacity.** Excess equipment goes into their Auction House. The Victor's rewards are determined by the results of the combat:

Kill 1 or more Characters but Opponent escapes using Flight:

~ **Victor is a Party:** Gain 1 Prestige. If an opposing Character is killed, create a Loot Deck.

~ **Victor is an NPCM:** Gain 1 Prestige for the hiring player.

The Victor Kills the Entire Party:

~ **Victor is a Party:** Gain 2 Prestige and create a Loot Deck.

~ **Victor is an NPCM:** Gain 2 Prestige for the hiring player.

Party or Character Kills an NPCM:

~ **Standard PVP:** Gain 1 Prestige and 5 Salvage Coins.

~ **Solo PVP:** See card.

The Loser

This is the player's Character, Party, or NPCM that is killed or uses Flight to escape the PVP. That player loses 1 Prestige. If this is Solo PVP, any penalties will be listed on the card.

Creating A Loot Deck

1) A player not involved with the PVP gathers the Spoils cards that were set aside from the losing Party's dead Character(s). If a Party was completely eliminated, their Vehicle and its **Stowed** equipment are added. Take note of any Spoils cards with **Permanent** attachments. These are Spoils cards attached to other Spoils cards, like a scope on a rifle.
2) Shuffle the **Loot Deck** thoroughly.
3) The Victor is dealt 1 Spoils card from the Loot Deck for each opposing Character they killed. Then they are dealt 1 additional card. Afterwards, the remaining **cards** are placed into the Spoils discard pile. Looted items may be equipped to the Victor's Party or placed into their Auction House. If a Permanent attachment card is dealt, the player also receives the card it was attached to. Lastly, NPCMs can never loot or be looted.

***Example*:**

Player three kills his opponent's five-Character Party. Those Characters are discarded and their attached Spoils cards are shuffled to create a Loot Deck. The Victor is then dealt 6 cards: 5 for the dead Characters plus 1 additional card.

PVP With Non-Player Character Mercenaries (NPCMs)

If an **NPCM** can attack in PVP, its Action card will list "Attack a Party" or "Attack a Character" as an assignment. NPCMs cannot attack in conjunction with a Party, Character, or NPCM during PVP. An NPCM can never attack another NPCM and cannot choose Flight during PVP. However, they will roll to prevent an opponent from using Flight by rolling 1d6 and adding their Movement Stat.

Unlike Characters, all four types of damage stack and reduce an NPCM's **Health Stat**. All damage chips assigned to the NPCM are placed on its card. When the damage assigned reaches the NPCM's maximum Health, they are killed and discarded. *Review the rules for NPCMs on pg 28.*

Optional and Advanced Rules

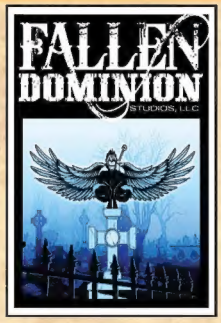
Experienced players can alter Fallen Land to fit their personal play styles with the rules in the scenario book. We recommend that any addition(s) are agreed upon by all players before the game begins.

Scenarios

These stories provides players with both cooperative and competitive situations, with alternate victory conditions and rules. Some Scenarios are solo, but most can played multi-player.

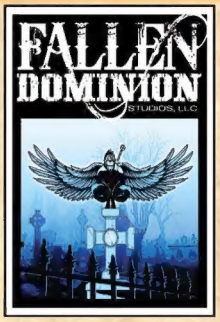
Campaign

The Campaigns are a long game format where the player's faction plays through an interlinked series of Scenarios. Factions develop along the way towards an ultimate goal.



FALLEN LAND

A POST-APOCALYPTIC BOARD GAME



☣ FULL GAME CREDITS 2005-2022 ☣

Dedicated to our families, friends, and our hardcore fans & supporters. Fallen Land wouldn't have been possible without your patience, encouragement, and enthusiasm. Thank you for believing in us.

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